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# *Discworld*

TERRY PRATCHETT

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Start : March 3, 2024  
Finish : September 3, 2024

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# *Series 1: Rincewind Novels*

## *Book 1: The Colour of Magic*

### *Chapter 1*

#### *The first expedition under the rim of the Discworld is successful*

Zoologists from the kingdom of Krull are lowered past the rim of the world's edge, to investigate the nature of the [Great A'Tuin](#), the cosmic turtle, and the four elephants riding it, who bear Discworld on their shoulders. The two prevalent hypotheses about the purpose of [Great A'Tuin](#) are the Steady Gait (Steady state) and the Big Mating (Big Bang).

#### *Bravd and Weasel spot a pair of riders fleeing Ankh-Morpork*

[Weasel](#) and [Bravd](#) watch the burning city of Ankh-Morpork from a nearby hill, scanning for anyone who might be fleeing the city through its gates. [Bravd](#)'s attempts to waylay a wealthy-looking man coming out of the city is thwarted when he gets recognized. [Weasel](#) emerges from his hiding place, identifying the escapee as [Rincewind](#), a poor wizard.

#### *Rincewind talks about the sentient chest*

[Rincewind](#) tells [Weasel](#) that his companion [Twoflower](#) had originally set fire to the city, using the fact that he was a lightning rod for bad luck. He runs back to get [Twoflower](#), who is knocked out by his horse, and shows them the sentient chest that walks along with him. [Weasel](#) is unimpressed by [Rincewind](#)'s claims of strange magic from the chest compelling him to help [Twoflower](#), as [Bravd](#) offers some food and drink.

#### *Twoflower arrives at the Ankh-Morpork by ship*

[Weasel](#) notices the river Ankh being forcefully diverted into the burning city to flood it, quenching the fire and ruining everything left in it that was not flammable. A few days earlier, [Twoflower](#) arrives by

ship at the city, with the sentient chest in tow. He uses a phrasebook to try and find accommodation, causing a spectacle with his casual splurging of gold coins.

### *Blind Hugh leads Twoflower to the Broken Drum*

Blind Hugh, a beggar on the harbour with a preternatural sense for gold, accosts Twoflower and promises to take him to a nearby tavern. He is terrified by the sentient chest walking along behind Twoflower, as he leads the newcomer to the Broken Drum, a nearby inn. Elsewhere in the city, underworld boss Ymor speculates that the newcomer is a spy or a merchant, as he thinks about the gold that might be swindled from him.

### *Twoflower tries to pay for room and board with gold coins*

Withel, a thief in the employ of Ymor, informs him that the ship captain had taken on Twoflower as a trader, with a raven informing him of Blind Hugh leading the newcomer to Broadman's tavern. At the broken drum, Blind Hugh holds up three fingers to indicate the cost of board being three copper pieces. Twoflower misunderstands, placing three fat gold coins on the bar.

### *Rincewind recognizes the value of the sentient chest*

Broadman tries to mime food and drink, as Rincewind identifies the sapient pearwood that the chest is made of, from a dark corner of the tavern. The wizard, who is a graduate of Unseen University, and was dishonourably discharged some time ago, uses his proficiency with languages to try and talk to Twoflower.

### *Twoflower talks to Rincewind about meeting some adventurers*

Broadman hastily tells Rincewind that his own boarding and meals will be free if he helps scam the foreigner. For his part Rincewind reminds Twoflower that he would be killed very soon by the many gangs converging on the Inn, using the Torb language. Twoflower introduces himself, excited to visit one of the famed taverns of Ankh-Morpork, and wishes to meet some adventurers frequenting such establishments.

### *Broadman verifies the gold content of Twoflower's coins*

Twoflower explains that he is from the port city of Bes Pelargic in the Agatean Empire. Rincewind is shocked to meet someone from the Counterweight Continent. Meanwhile, Broadman learns from an alchemist that Twoflower's gold coin is pure, unlike those of Ankh-Morpork, causing him to hurry back to the tavern. The alchemist sends a message to someone by homing rat, as a nearby fortune-teller happens to scry the burning of the city.

### *Twoflower explains his reasons for visiting the city*

Twoflower talks about the drudgery of his life as a clerk in Bes Pelargic, and of how he had decided to see the world for himself. Rincewind reminds him that the currency he has will pay for much more in

Ankh-Morpork, and that he has massively overpaid the innkeeper. **Twoflower** insists on paying **Rincewind** in advance, for his help as a guide, and drops a few gold coins in his hands.

### *Rincewind is brought to stand before the Patrician of Ankh-Morpork*

**Rincewind** is captured and brought to the **Patrician**'s palace in Ankh-Morpork, where he is accused of trying to buy the horse using bad currency. **Rincewind** tries to argue that solid gold is a valid medium of exchange, but grows quiet when he realizes the **Patrician** is merely trying to get him to become the foreigner's companion.

### *Patrician asks Rincewind to act as a tour guide for Twoflower*

The **Patrician** talks about the wealth and hostility of the Agatean Empire, and of how the visitor was likely undercover to survey the Circle Sea's many city-states. He asks **Rincewind** to guide the foreigner, ensuring he returns home with a positive impression of Ankh-Morpork, thus making trade-deals more feasible between the two empires.

### *Rincewind reaches Twoflower at the tavern*

**Rincewind** returns to the Broken Drum, to find a massive brawl in the main floor, with bodies littering the ground. He manages to sneak up the stairs to the lodgings, and finds **Twoflower** fast asleep in his room. He is tempted to reach into the pearwood **Luggage** for the bag of gold, as **Twoflower** wakes up, oblivious to the bloodbath that had just taken place downstairs.

### *Rincewind is horrified by Twoflower's desire to meet the barbarian heroes*

**Rincewind** thinks about the barbarian heroes from the frozen hubland wastes, and tries to explain the grim reality of their questing around Ankh-Morpork. **Twoflower** is insistent on meeting some of the famous heroes like **Bravd** and **Hrun**, just as a Sergeant of the City Watch arrives at the tavern. **Rincewind** notices the survivors being given plenty of time to escape, with the city guardsmen cleaning up the bodies afterward.

### *Rincewind escorts Twoflower away from the Broken Drum*

**Rincewind** lies about the corpses in the tavern being minor heroes, causing **Twoflower** to pull out his iconograph (polaroid), and ask the city watch to pose for a picture. **Rincewind** explains to the terrified guards that the box contains a demon that draws pictures, and marvels at the little piece of glass with his picture on it. During lunch, **Twoflower** explains that he is a risk assessor for an insurance firm, leaving **Rincewind** flummoxed.

### *Rincewind escapes from Withel using the Luggage as a distraction*

After a day out taking pictures of the city's sights, **Rincewind** is alarmed by the imp within the iconograph poking its head out the side to warn him that there was no ink remaining. He finds **Twoflower** missing, and is held up by **Withel** at knife-point. When he runs into the riverbank, desperate to get away from **Withel**, the single spell burrowed in his memory tries to show itself.



### *Rincewind is joined by the Luggage at the banks of the Ankh river*

Rincewind is surprised to see the Luggage catch up to him, speculating that he is now its master in the absence of Twoflower. He decides to wait for dusk, and to swim out through the Ankh river gate, hoping that the Luggage is buoyant enough to bear his weight. He feels guilty about leaving Twoflower to his fate, before the idea of living a wealthy life in some faraway kingdom entrances him.

### *Patrician receives a second message from the Golden Empire's Grand Vizier*

The Patrician asks one of his veteran diplomats to explain why a second message had arrived by albatross from the Golden Empire, asking Twoflower to be executed. The diplomat states that the first message from the Emperor had asked for the visitor to be protected, whereas the second one was from the Grand Vizier, who might dread the idea of someone bringing back stories of a free society flourishing elsewhere.

### *Rincewind talks to the imp in the iconograph*

The Patrician asks for the president Zlorf Flannelfoot of the Assassins' Guild to be tasked with eliminating the foreigner. Meanwhile, Rincewind tries to argue with the imp in the iconograph about the alternative to magic that Twoflower had said was prevalent in his homeland (science). The imp reminds him that the Luggage contains a reserve of food and drink, bringing him relief from the hunger that had begun to creep up on him.

### *Twoflower is held by Ymor at teh Broken Drum*

Rincewind uses gold coins to lure a thug keeping standing watch outside Ymor's hideout, and learns from him that Twoflower is being held captive at Broadman's tavern. Meanwhile, at the Broken Drum, Ymor watches with amusement as Twoflower explains insurance to Broadman, even getting him to agree to a policy premium.

### *Ymor meets Zlorf Flannelfoot and then Rerpf*

Zlorf Flannelfoot barges into the Broken Drum, asking to kill the tourist, only for Ymor to remind him that he was surrounded by even more thugs. He asks Zlorf Flannelfoot to sit down, only for Rerpf to enter the tavern behind him, flanked by several armed trolls. He introduces himself as the representative of the recently formed Guild of Merchants, here to protect the foreigner, who was valuable to the tourism industry.

### *Rincewind talks to Death, as it stalks the streets of Ankh-Morpork*

Rincewind runs into Death on his way through the city's markets, and is alarmed to learn that his own demise was scheduled for later that day, in some far off place. Death, as a spirit visible only to the fine-tuned senses of a wizard, tells him that the prediction system had gone haywire recently, as he runs away horrified.

### *Rincewind and Twoflower reunite in the tavern*

Rincewind throws bags of gold through the windows of the Broken Drum, to distract from the Luggage preparing to break down the door in a charge. Once inside, Twoflower cuts down the hanging light, from a rafter on the ceiling. The people in the tavern are horrified by the Luggage, and run for the exit in the absolute darkness. Meanwhile, Broadman works in the basement, preparing for a great fire to consume his inn, to claim the insurance policy.

### *Rincewind defeats Withel using Twoflower as a distraction*

Death itself gives Broadman the tinder necessary to start the fire, as Withel challenges Rincewind to a duel outside the inn. Rincewind stays alive out of sheer luck, as Twoflower shows up to distract the thief. Rincewind knocks out Withel in the split-second of confusion, as the inn explodes in a firestorm that spreads through the street.

### *Twoflower and Rincewind buy horses to escape the flaming city*

Twoflower tells Rincewind that he had insured the Broken Drum for two hundred gold coins, making Rincewind realize that the proprietor had probably destroyed his own inn to cash out on the policy. He finds some horses to escape the city, and is amused to see Twoflower incapable of riding one. Meanwhile, the Luggage emerges from the Ankh river some distance from the city, and immediately sets off towards its master.

### *Weasel and Bravd prepare to raid Ankh-Morpork for abandoned riches*

The Weasel finishes listening to Rincewind's story, and prepares to raid the burnt-out city for possessions left behind by its fleeing inhabitants. He reveals the tourist's pocket-watch, that he had stolen on the way out, only to be bitten by the imp inside it that kept the time on an abacus. He smashes the watch on the ground, banishing the imp to its home-realm, as Bravd reminds him of the riches waiting for them in the ruined city.

## **Chapter 2**

### *The Discworld gods play their latest game with in their abode*

At Dunmanifestin, the home of the Discworld Gods, a game-board resembling a miniature disc is laid out, with pieces representing its many heroes. After most players cash out of the game, or go bankrupt, Lady Luck takes out two pieces resembling Rincewind and Twoflower, to set them on the board as her newest pawns.

### *Rincewind and Twoflower flee Ankh-Morpork on horseback*

Rincewind and Twoflower ride through the mountain trail to Chirm, with Twoflower exasperated by the claims that some system more logical than the magic of Discworld had to exist somewhere. Rincewind hears the faint noise of bones clattering, as if dies were being rolled, and is alarmed to find no one next to them.

### *Rincewind and Twoflower face a troll on the road to Chirm*

An angry troll appears on the road in front of Rincewind, seemingly teleported there from its home in a faraway land. It charges them, with Rincewind missing his thrown short-sword. The sword rebounds from a boulder on the side of the road, and impales the troll's neck, killing it. Wounds from the troll's claws scatter Rincewind and Twoflower's horses, making them gallop in opposite directions offroad.

### *Twoflower finds a statue pointing him to the temple of Bel-Shamharoth*

Twoflower thinks about the jungle predators that his horse had disturbed in its mad dash away from the troll, as he spots a stone carving with strange runes etched into it. The message bypasses his cognition, directly informing him that the temple of Bel-Shamharoth was nearby. He decides to find shelter in the temple, and follows a dirt track, hoping to escape the wolves in pursuit.

### *Lady Luck and Fate continue their game in the abode of the Gods*

Rincewind, hanging desperately from the collapsing branch of a tree, watches a hornet's nest get blown into the pack of hungry wolves waiting for him down below. Meanwhile, at the game board in Dunmanifestin, Fate and Lady Luck are the last two players left, with Fate taking out an icon representing an ancient eldritch monster. Lady Luck reaffirms her ability to match his bet, and asks him to keep playing.

### *Rincewind is saved by Druellae*

Rincewind is rescued by the dryad of the tree, who introduces herself as Druellae. She tells him that his friend is entering a temple of Bel-Shamharoth nearby, bringing back memories of his time in the Unseen University's library, and of how he had read the Octavo, the forbidden spellbook that was kept chained in a magic-insulated room.

### *Rincewind is held captive by the dryads, who plan to kill him*

Rincewind realizes he has been captured by the tree, when some male dryads arrive to stop him from leaving. Druellae tells him that he will have the privilege of watching his friend suffer Bel-Shamharoth's cruelty, before he is killed for the crime of injuring the tree. As he is escorted through the tree, Rincewind realizes the dryads are like insects in a hive, and is reminded of the fact they should be extinct by now.

### *Rincewind tries and fails to escape the tree*

The dryads summon a magical hologram of the temple of Bel-Shamharoth, showing a large horse tethered near its entrance. Druellae laughs at the fact that someone other than Twoflower is also in the temple,

with the male dryads watching the proceedings carefully. **Rincewind** uses the distraction to try and escape, but is encircled by the guards. He asks **Druellae** to peer into his mind to see the one spell he knows, making her recoil in horror at its power.

#### ***Hrun and Twoflower navigate the temple of Bel-Shamharoth***

**Rincewind** runs through the center of the ritual circle sustained by the female dryads meditating in harmony, causing it to collapse. Meanwhile, **Hrun** silently walks through the dark corridors of the temple, in pursuit of the **Luggage**, having spotted the bags of gold inside it. **Twoflower** asks the imp in his iconograph why it is so unnerved, just as **Rincewind** appears out of a portal, gradually growing to his full size.

#### ***Rincewind and Twoflower reunite within the temple***

**Rincewind** begs **Twoflower** not to utter the forbidden number (eight), as he realizes he is in some underground chamber of the temple. He recounts the laws around the storage of powerful magical tomes, and of how he had been expelled from the Unseen University once the spell from the Octavo had vanished from the page and lodged itself in his mind.

#### ***Twoflower and Rincewind run into Hrun***

At a central chamber, **Twoflower** prepares to take some pictures of a central dais with a stone slab on it, as **Hrun** walks in, pointing to the **Luggage**. **Rincewind** reminds him not to utter the forbidden number, only for his sentient sword **Kring** to say it nonchalantly. As **Bel-Shamharoth** sends out tentacles from the pit in the center of the chamber to drag them in, **Rincewind** uses the pink lizards in **Twoflower's** box to make a bright flash, blinding the monster.

#### ***Hrun decides to pursue Bel-Shamharoth through the pit in the chamber***

**Bel-Shamharoth** lets go of the intruders and slithers back into its pit, leaving **Rincewind** to study the magic salamanders in **Twoflower's** box. They had fed on the dense octarine radiation within the temple and excreted it at the opportune moment, blinding **Bel-Shamharoth**, and forcing him to retreat. **Hrun** recovers, and immediately starts dislodging the stone slab protecting the **Bel-Shamharoth's** pit, convinced there is treasure buried underneath.

#### ***Rincewind and the adventurers make it out on Hrun's warhorse***

**Rincewind** realizes that the magical gale blowing into the pit, was the accumulated effect of Time on the temple, kept away so far by the intimidating presence of **Bel-Shamharoth**. The roof of the chamber starts to sag, sending inlaid octagonal stones falling down. **Hrun** summons his massive warhorse, which carries them out of the temple just as it collapses into ruin, with Time making amends for centuries of inaction.

### *Rincewind and Twoflower consider the idea of hiring Hrun as protection*

Outside the temple, Hrun kills a bear for food, with Twoflower sorting through the silver statues plundered from the temple. Rincewind pre-empts his idea of traveling in the company of Hrun, by reminding him that the barbarian would likely rob them, and leave them to the jungle predators. Rincewind realizes that Hrun could be lured into protecting them, by appealing to his sense of vanity.

### *Rincewind uses the iconograph to pay for Hrun's services*

Hrun insists on more attempts at posing, delighted by the pictures Rincewind takes of him standing victorious over slain brigands and monsters. At Dunmanifestin, Fate resigns from the game, pushing his soul-chips across the game board to Lady Luck. Meanwhile, Death watches Rincewind ride off from the ruined temple, annoyed by his repeated escape from his scheduled demise.

## **Chapter 3**

### *Rincewind realizes the party is in a strong magical field*

At a small cave along a road, Rincewind suspects the presence of a strong magical field, and asks Hrun to toss a coin. The wars between the First Men and the Discworld Gods had been so destructive that the High Old Ones had exterminated the former, and confined the latter to a remote hideout. Rincewind suggests backtracking through the magical radiation field, and using the coins to check if they are safe.

### *Liessa Wyrmbidder intends to capture the riders intruding in her realm*

Liessa Wyrmbidder observes Rincewind's party through a scrying glass, taking great interest in the sapient pearwood. Her father, a powerful wizard suspended in purgatory for the last few months, asks her to pursue them before they escape her zone of influence. He secretly hopes that she will get killed, as payback for her mortally wounding him.

### *Liessa Wyrmbidder and her dragons catch up to Hrun's party*

Liessa Wyrmbidder goes to the dragon roost in the hollow interior of Wyrmborg, the inverted mountain that was her hideout. She thinks about the ease with which she could rule over Wyrmborg if she had a dim-witted brute as her mate, and sets her eyes on capturing Hrun. Rincewind and his party are chased by the dragons, with only Rincewind making it to the cover a dense canopy.

### *Rincewind is compelled by Kring to try and rescue his companions*

Rincewind wakes up from his concussion, and manages to evade the gaze of a dragon perched on a high branch, as he runs away. Eventually, he finds Kring lodged in the branches of a tree, asking him to turn

around and rescue the others. He decides to retrieve the magical sword, and head back to town to sell it. **Kring** however, compels him to rescue the others, by hijacking the sword arm and setting it to his throat.

### *Rincewind forces a dragon-rider to take him to Wyrmborg*

**Klsdra**, the lone dragon-rider left to hunt down **Rincewind**, is subdued when **Kring** uses its skills to disarm him, and hold him hostage. **Rincewind** asks to be taken to Wyrmborg so that he might rescue his friends, and is horrified to learn that the only entrance is through the dragon caves high up along its face.

### *Rincewind arrives at the dragon perch within Wyrmborg*

**Rincewind** notices the strong magical fields surrounding Wyrmborg, and notices the dragon grow less transparent as it approaches the mountain. As the dragon perches on its huge ring inside the hollow central chamber of Wyrmborg, **Rincewind** notices other dragon-riders converging on him with crossbows armed. **Kring** advises him to attack them head-on, and sends waves of pain through his hands when he considers surrender.

### *Rincewind miraculously escapes Death using bullet time*

**Lio!rt**, a dragonlord, challenges **Rincewind** to mortal combat, believing him to be a hero. **Klsdra** helps **Rincewind** don a harness and boots, and teaches him how to navigate the ceiling using the system of hooks and rings. As **Lio!rt** prepares to deliver a killing blow, **Rincewind** enters bullet-time, ducking under **Death**'s swinging scythe, and alarming **Lio!rt** with his superhuman speed.

### *Twoflower and Hrun investigate their jail cell*

**Rincewind** hangs on desperately from **Lio!rt**'s hand, as both of the rings suspending him give way, and lets go when the other dragon-riders aim their crossbows at him. Meanwhile, **Hrun** and **Twoflower** argue about the translucent dragons being the real thing, as they inspect the treasure in the rooms adjoining their cell.

### *Liessa Wyrmbidder convinces Hrun to perform some feats for her*

**Liessa Wyrmbidder** walks in with some crossbowmen, and stabs the sleeping **Hrun**, and is satisfied when he reflexively stops her. When he wakes up, she tells him that there are more tests he needs to pass, in order to win a valuable reward. **Twoflower** is escorted to an adjacent cell, as **Liessa Wyrmbidder** gives **Hrun** the task of killing her two brothers, to put her in line for the throne of Wyrmborg.

### *Twoflower and his dragon reach the throne room of Wyrmborg*

**Hrun** is pleased by the prospect of winning **Liessa Wyrmbidder**'s hand and the treasures heaped in Wyrmborg, as **Twoflower** notices a dragon occupying most of his cell. It tells him that his own imagination summoned it into existence, and melts the metal door on his orders. He navigates the dusty corridors of Wyrmborg, noticing the dragon-sized harnesses rotting along the walls. Finally, he comes across a set of massive double doors, opening to the slightest touch.

### *Twoflower talks to Greicha in the throne room*

In the throne room, the wizened old corpse on the chair introduces himself as [Greicha](#), a First Human now locked in purgatory, free of the constraints of time. He tells [Twoflower](#) that he also has the Power (of imagination ?), enabling him to summon true dragons by imagining them in great detail, while in a place impregnated with a strong magical field.

### *Greicha explains his predicament to Twoflower*

[Greicha](#) bemoans his daughter's lack of imagination, leading to her dragons being weak and translucent, and reveals that succession in his family required the elimination of all competing claimants. He tells [Twoflower](#) that the same route used by [Liessa Wyrmbidder](#) will lead to [Rincewind](#), who is in danger of being killed by [Lio!rt](#).

### *Twoflower saves Rincewind in the roosting chamber*

[Twoflower](#) and his dragon arrive at the roosting chamber, in time to catch [Twoflower](#) as he falls from the ceiling. [Rincewind](#) almost finishes uttering the forbidden spell sealed in his mind, as he is caught by [Twoflower](#), getting knocked out in the process.

### *Hrun defeats Liessa Wyrmbidder's brothers*

On top of the Wyrnberg, [Lio!rt](#) and his brother [Liartes](#) mount their dragons to face [Hrun](#), who [Liessa Wyrmbidder](#) chooses as her champion. [Hrun](#) manages to knock out both brothers, making their dragons vanish. [Liessa Wyrmbidder](#) informs him that the dragons are imaginary, (Imagined Dragons), and reminds him that there is one final test remaining.

### *Hrun is rescued by Twoflower's dragon*

[Twoflower](#) asks his dragon to fly to [Hrun's](#) rescue, as [Rincewind](#) tries to deal with his fear of heights. The dragon snatches [Hrun](#) in its claws, causing [Liessa Wyrmbidder](#) to furiously summon her own golden dragon and gives chase (Freud comes up with his theory of girls subconsciously sexualizing horse-riding). [Death](#) uses the commotion to snatch [Greicha's](#) soul, ending his self-imposed purgatory.

### *Twoflower and Rincewind shift into the real world*

[Twoflower](#) passes out from the thinning air when his dragon flies high up, causing all of them to fall. [Hrun](#) is caught by [Liessa Wyrmbidder's](#) dragon, with [Death](#) appearing beside [Rincewind](#) to taunt him once again. He crosses realities with [Twoflower](#), and is now a doctor on an airplane helping defuse a bomb.

### *Rincewind and Twoflower are dragged back into their original reality*

When the [Luggage](#) crashes into the airplane, causing a large hole in it, [Twoflower](#) and [Rincewind](#) are banished back to their original reality by the multiverse trying to correct itself. They fall into the Circle sea, having been displaced many miles during their reality shift.

## Chapter 4

### *Arch-astronomer kills Goldeneyes Silverhand Dactylos after he finishes building the bronze submersible*

In the secretive rimward kingdom of Krull, [Arch-astronomer](#) supervises the completion of their latest submersible, designed by [Goldeneyes Silverhand Dactylos](#), the greatest craftsman in all Discworld. [Arch-astronomer](#) patiently listens to his tales of losing parts of his body after completing each of his contracts, and finally kills him, to prevent the possibility of an equally impressive piece of art ever being recreated.

### *Rincewind and Twoflower accidentally get swept to a Rimfall*

[Rincewind](#) and [Twoflower](#) try desperately to keep their ship afloat, after escaping some slavers, and notice a current dragging them into the Rimfall on the outer rim of Discworld. As their ship approaches the Rimfall, [Rincewind](#) rescues a frog struggling against the current, and shoves it into an inside pocket. [Twoflower](#) sees no point in worrying about their impending deaths, as something metallic hits their hull, causing [Rincewind](#) to nearly drown.

### *Twoflower and Rincewind are rescued by Tethis*

The captain of the slaver ship that had fished out [Rincewind](#) and [Twoflower](#) prepares his raft, as the bloodbath wrought by the [Luggage](#) forces him to abandon his own ship. Meanwhile, [Twoflower](#) helps [Rincewind](#) get up, and tells him that a sea troll named [Tethis](#) had rescued them, and that they were currently tethered to the Circumference, a system of ropes and pulleys just inside the rim of Discworld.

### *Tethis rows his boat to his home at the edge of the rim*

[Rincewind](#) notices a small island at the rim, with the troll's shack being built on it. He also sees the system of ropes and bells attached to it, resembling a spiderweb, as the boat slides into a makeshift jetty. He dares to look at the troll, and is pleased to find a humanoid shape made entirely out of water, instead of the horribly disfigured monster he had imagined.

### *Twoflower learns about the Circumference*

[Twoflower](#) recognizes the green drink offered by [Tethis](#), as Ghlen Livid (GlenLivet whiskey), a distilled fermented drink from his homeland. [Tethis](#) then talks about the Circumference being a net constructed by the Krull, spanning the entirety of the rim of Discworld, and of how he had been enslaved by them when he tried to sail into the Rimfall.

### *Tethis talks about his journey to Discworld from his home of Bathys*

[Tethis](#) suspends [Rincewind](#) over the rimward edge of his island, allowing the wizard to see the elephants and [Great A'Tuin](#) holding up the Disc. He talks about his own cowardice when it came to jumping off the edge, and possibly returning to his home world of Bathys. He explains his journey through the void between worlds, given how his body was capable of withstanding the cold, unlike humans.



### *Rincewind and Twoflower learn about their imminent capture by the Krull*

Rincewind tries and fails to injure Tethis with a sword he finds in the boxes strewn around the shack, with the troll reminding them of the moon's tides affecting its size throughout the day. A message arrives by bell from the slavers of Krull, declaring that Rincewind and Twoflower were to be collected immediately by flyer, instead of the usual salvage fleet that would visit the island periodically.

### *Rincewind and Twoflower are forced on board the Krull flyer*

A Krull flyer arrives at the island, piloted by a squad of hydrophobe mages. Rincewind marvels at the magical resources needed to construct such a vessel, as he is forced to climb aboard it, and fasten himself to one of the rings on its floor. Some ferocious sea monster speeds towards Tethis, as the Krull vessel lifts off, to return to the capital.

### *The Luggage manages to escape the sinking of the pirate ship*

The Luggage sinks along with the pirate ship, and is swallowed by a sea monster in the depths of Gorunna Trench. Later, the monster washes ashore dead on a small rimward island, and a straight line of destructive force travels towards the rim, cutting through many other atolls.

### *Rincewind and Twoflower are taken to the city of Krull*

Rincewind is stunned into silence, by the wizard holding the wand of Negativity over him, as he sees the hand shaking in fear. The witch introduces herself as Marchesa, and reveals that they are not slaves, but ritual sacrifices. When he reaches the capital city of Krull, Rincewind and Twoflower are led into a richly appointed room, with a seafood feast laid out on a grand table for them.

### *Garhartra explains the ritual sacrifice in store for Rincewind and Twoflower*

Garhartra, the Krull Guestmaster, introduces himself to Rincewind, explaining the delicacies laid out on the dining table in front of them. He reveals that the sacrifice is due for the next morning, and leaves them sealed in the guest chamber, to get ready for the ritual. Meanwhile, the Luggage surfaces at the rim, and makes its way along the rope lines of the Circumference, crashing through any islands along the way.

### *Rincewind learns about the Krull expedition past the rim*

Rincewind takes the frog out of his robes, and sees it enshrouded in a tornado of magical radiation. The magical field dissipates, to reveal the same frog, with Lady Luck standing by its side. She tells them that the Krullians intend to lower a submersible past the rim of Discworld, to investigate Great A'Tuin. She tells them that Fate has been conspiring against them, demanding that they be sacrificed to ensure the safety of the expedition.

### *Garhartra's own bottle knocks him out when his spell wears off*

The frog telepathically tells Rincewind to prepare for Garhartra, just as Lady Luck vanishes, and guards enter their room to escort them out. The bottle that Rincewind had thrown earlier at the Guestmaster out

of anger, now resumes its normal trajectory after the time-spell slowing it down wears off, and knocks Garhartra out, allowing the two prisoners to escape.

### *Fate is exasperated by Death's ambivalence regarding Rincewind's demise*

Twoflower and Rincewind escape some hydrophobe wizards by pushing them into a pool, and make it to the safety of a planetarium. Meanwhile, Fate visits Death in his hideout, and insists that Rincewind and Twoflower were certain to be claimed in the coming Krull sacrifice. Death reminds him that he had bigger business to attend to, than chase after these two souls that repeatedly eluded his grasp.

### *Twoflower and Rincewind take the place of the chelonauts*

Twoflower suggests volunteering as the chelonauts, when he spots the two spacesuits hanging in one corner of the planetarium, just as the two original astronauts step into the room, having finished their bath. Rincewind is annoyed by the fact that he cannot make sense of their language, They knock out the two youths, and prepare to come out of the room, wearing the suits.

### *Arch-astronomer notices something odd with one of the chelonauts*

At the launch site, Arch-astronomer is furious when told of the escape of the two prisoners, and brushes off some news from the harbour, about a monster ravaging the docked ships (Luggage). As the chelonauts are escorted into the arena set up for the citizens to witness the launch, the Arch-astronomer grows suspicious of Rincewind's gait, and starts to prepare a levitation Curse.

### *Twoflower and Rincewind are reunited with the Luggage*

The Arch-astronomer is interrupted by the Luggage breaking into the launchpad, forcing him and his underlings to fire all of their offensive magic at it. The confluence of magic makes a positive feedback loop with the ambient magical field, causing a huge explosion that sends the mages running. A while later, after the Luggage spits out Tethis at its master's feet, some soldiers try to retake control of the arena.

### *Rincewind and his party board the submersible*

Rincewind wonders how the Luggage manages to swallow so many people, while keeping its master's belongings completely isolated from the bloody aftermath. Twoflower and Tethis manage to undo the hatch leading into the ship, just as soldiers start to climb the ladder leading to it. Rincewind hastily descends the ship's interior, just as an automated mechanism sets the ship in motion along the rail designed to launch it over the Discworld's rim.

### *Rincewind escapes Death's apprentice*

Rincewind gets caught in a tree growing off the edge of the Rim, and is visited by Death's apprentice. The little demon tells him that Death cannot come in person because of a plague in progress elsewhere, and is dismayed when Rincewind loses his grip on the branch, to fall into the void of space.

## *Book 2: The Light Fantastic*

### *Chapter 1*

#### *Galder Weatherwax and his chain of command witness the Octavo produce its own magic*

Galder Weatherwax, the Chancellor of Unseen University is summoned to the room holding the Octavo, as the tome starts radiating raw magic, in response to Rincewind plunging to his death past the rim of Discworld. The tome releases a giant ball of raw magic, that transmutes everything in its path, as it rises through the underground levels to hover in the central hall of the university.

#### *Galder Weatherwax reaches the top of a tower to observe the Discworld's rim*

Galder Weatherwax and the wizards see the ball of raw magic resolve into a miniature model of the Discworld, and head up to the University's terrace, to observe the model of Dunmanifestin. He levitates himself up the Tower of Art, and observes a new dawn arise over Discworld, complete with the shadow of Cori Celesti falling over the city.

#### *Rincewind is saved by the Spell of Change triggered by the Octavo*

Galder Weatherwax's second-in-command, Ymper Trymon, notices the miniature model of the Discworld expand to life-size, and identifies it as a spell of change. The two of them notice no visible changes around them, as it fades away with the coming of dawn. The spell moves Rincewind to a tall tree, leading to a nasty fall into some pine needles. He is surprised when the tree replies to him, but walks away after declaring its life boring.

#### *Twoflower and the Luggage reunite with Rincewind*

Twoflower and the Luggage also appear magically somewhere on the Disc, and manage to find Rincewind wandering through the forest of talking trees. Rincewind tries to impress Twoflower with his knowledge of botany, as they struggle to find something edible in the vegetation. He is alarmed at the small doors and windows in its cap, as Twoflower tries to speculate why he considers it inedible.

#### *Galder Weatherwax and his inner council summon Death to interrogate him*

At the Unseen University, Galder Weatherwax talks to the assembled council of eight powerful wizards, about their inability to learn the reason behind the Spell of Change. They decide to summon Death, and ask him about the events of that morning. Death tells them that the Octavo had interfered in Rincewind's death, in an effort to keep all of its spells intact.

### *Ymper Trymon decides to beat Galder Weatherwax and his council to the Library*

Death casually lets slip a prophecy that outlines the destruction of Discworld, unless all eight Forbidden Spells are uttered in sequence sometime in the next two months. Meanwhile, Ymper Trymon hurries to the Library, having observed the meeting of the inner council from a hidden vantage point. He gives the head librarian, now morphed into an orangutan, some bananas in exchange for a book about the Pyramids of Tsort.

### *Twoflower and Rincewind agree to follow Swires the gnome*

In the forest of Skund, Twoflower and Rincewind argue about the identity of a small man living in a mushroom cap, as Twoflower narrates the fairy tale descriptions he had read as a child. The gnome catches up to them, introduces itself as Swires, and points them to a nearby cottage with food and shelter for full-sized humans. It turns out to be a gingerbread house belonging to a long-dead witch.

### *Ymper Trymon gets to work researching the Pyramids of Tsort*

Meanwhile, Ymper Trymon is busy trying to decipher the tome describing the construction of the Tsort pyramids. A mysterious wizard with few teeth sits in a campfire along with some hubland barbarians, and talks about the finer things in life.

### *Galder Weatherwax talks about the Spell burrowed in Rincewind's mind*

Galder Weatherwax receives Ymper Trymon in his workshop, and claims to know a better way to recapture the spell hidden in Rincewind's mind than mere brute force. Ymper Trymon is intrigued to learn that the Great Spells will simply jump to another mind when their current owner dies, as Galder Weatherwax sends a homing arrow to kill Rincewind.

### *Ymper Trymon tries and fails to kill Galder Weatherwax to get the Great Spell*

Ymper Trymon tries to kill Galder Weatherwax by throwing a kitchen knife at him, only for some defensive spell to divert it harmlessly to the door. Ymper Trymon covets the Great Spell in Rincewind's mind, after reading about the rewards reserved for the person who recited all eight of them in the Pyramid of Tsort.

### *Twoflower wishes to buy out the gingerbread house*

Twoflower is interested in purchasing the gingerbread house of the old witch Mrs. Whitlow to turn it into a tourist attraction. Against Rincewind's wishes, Swires arranges for the forest council to sell it to Twoflower, who believes he can pack it inside the pocket dimension of the Luggage

### *Greyhald Spold attempts to build a fortified room to keep Death at bay*

At the Unseen University, Greyhald Spold, one of Galder Weatherwax's fellow council members, and the oldest wizard in the university, prepares a protective den meant to keep Death from getting at him. The elaborate rituals fail, as Death simply enters the room through an airhole.

### *Twoflower and Rincewind escape the cottage on a flying broomstick*

A squad of junior wizards find the gingerbread cottage, and break in, just as [Twoflower](#) and [Rincewind](#) hide inside a small cupboard. As more young wizards converge on the cottage, and get distracted by bumping off the other squads, [Twoflower](#) finds a flying broomstick in the cupboard. [Rincewind](#) drives it out of the cottage with [Twoflower](#) riding pillion, just as [Galder Weatherwax](#)'s enchanted arrow zips into the building, and hits the [Luggage](#).

## *Chapter 2*

### *Rincewind and Twoflower notice the coming end of Discworld*

[Rincewind](#) and [Twoflower](#) break through the thick layer of clouds covering the Disc, and notice all the stars vanishing from the sky, with only one red dot approaching them in the distance. [Rincewind](#) points the broomstick down, overcome with terror at the prospect of Discworld being annihilated.

### *Galder Weatherwax finds the Luggage answering his spell of Recall*

In [Galder Weatherwax](#)'s workshop, he completes the spell recalling his homing arrow, only for the [Luggage](#) to land on him. Meanwhile, [Ymper Trymon](#), who had been pushed back by a shockwave from the spell, decides not to investigate whether the [Luggage](#) has eaten his master, and runs out of the room.

### *Twoflower and Rincewind crash into Belafon's flying rock*

[Twoflower](#) and [Rincewind](#) crash into a rock flying high in the sky on their way down to the ground, and find it being piloted by a young druid named [Belafon](#). He claims to be delivering a replacement stone for some time-measurement device (Stonehenge) in the mountains, and subscribes to the druid system of magic based on persuasion and charm. [Rincewind](#) warns [Twoflower](#) not to insist on the utility of an almanac in telling the time, as opposed to the druid system of sun shadows.

### *Belafon lands his rock at the site of the Druid stonehenge*

At the University, [Ymper Trymon](#) is relieved to hear that the [Luggage](#) has left the premises, and walked into the city. Meanwhile, [Rincewind](#) and [Twoflower](#) land at the site of the Stonehenge, to see the druids arguing about how it was already suffering inaccuracies in predicting the sunrise. [Rincewind](#) is suddenly forced into sleep by the Great Spells, who talk to him about his role in averting the coming calamity.

## Chapter 3

### *Ymper Trymon asks the Chief Astrologer of the University to read Rincewind's horoscope*

At the observatory of the Unseen University, Ymper Trymon talks to the Chief Astrologer about the prospect of the red dot in the sky being a massive star that might burn Discworld long before a direct collision, and suggests the use of Rincewind's horoscope to divine his current location. The Astrologer reads the horoscope, which offers no specific information, except a warning about druids.

### *Rincewind tries to tell Twoflower about the reality of priesthood*

Twoflower is convinced that priests all over the world are men of poverty, chastity and discipline the way they are in his homeland. Rincewind tries to explain that priests in his home deal in ritual sacrifices, often involving the killing of innocent victims, all in the name of perpetuating their religion. He sees the druids prepare for their festival by escorting a maiden in white to the central ritual altar.

### *Rincewind rescues Twoflower with the help of heroic old man*

The old man, acclaimed as one of the greatest heroes of Discworld, breaks into the ritual circle, just as Twoflower tries to argue against the practice of human sacrifice. He starts to slaughter the druids, allowing Rincewind to rescue the girl in white robes, as well as Twoflower. He notices the girl complain about her missed opportunity to reach heaven, as Twoflower is grazed by a druid's sickle.

### *Cohen is rushed away from the commotion at the Stonehenge*

The old man, who reveals himself to be Cohen the Barbarian, takes a look at Twoflower, and declares him mentally absent. Rincewind worries about the possibility of retrieving his mind, as Bethan, the maiden in white robes, helps apply ointments on Cohen's arthritic knees. Rincewind notices the large white warhorse, matching his grandfather's descriptions of Cohen and his majestic steed.

### *Rincewind and the party are led to a necromancer of the stepp tribes*

Meanwhile, the Luggage barrels through a squad of wizards sent by Ymper Trymon to track Rincewind, leaving them horrified by the prospect of facing a powerful necromancer. Cohen leads the party to a chieftain of the steppe tribes, where an old woman tries to cast some Caroc cards to divine Twoflower's location. Rincewind is made to drink a potion that sends him on a spirit-walk, with only the old woman able to see his spirit rising from the tent.

## Chapter 4

### *Ymper Trymon takes charge of the council meeting at the University*

At the University's council hall, the six remaining old wizards worry about the threat presented by [Ymper Trymon](#), just as he walks into the room, distributing agenda sheets for the meeting. [Jiglad Wert](#), one of the original council members, is exasperated by his disregard for the archaic ways of conducting University business, as they start to describe their failed attempts at tracking down [Rincewind](#).

### *Ymper Trymon tells the council about the hero sent to track down Rincewind*

[Ymper Trymon](#) reveals to the council that he has sent a tracker to hunt down [Rincewind](#), leading to an argument breaking out about the need to hire heroes to do the work of wizards. [Ymper Trymon](#) reminds them that [Rincewind](#) is somehow able to evade magical detection, necessitating these desperate measures.

### *Rincewind travels to the house of Death as a spirit*

[Herrena](#), the rare female hero of any renown in Discworld, rides with a posse of hired swords to the Trollbone mountains, at the behest of [Ymper Trymon](#). Meanwhile, [Rincewind](#) spirit-walks into the realm of [Death](#), where he finds his cottage. He sneaks into the cottage, to find an ornate double staircase with a grandfather clock in between. The [Luggage](#), which is waiting for him in the garden next to the cottage, follows him inside.

### *Rincewind finds Twoflower inside Death's cottage*

Inside the main hall of [Death](#)'s cottage, a woman takes hold of [Rincewind](#)'s hand, and guides him into a room, surprised to finally have a living guest. She leads him to a study room, where he overhears [Twoflower](#) excitedly explaining the rules of a card game to [Death](#) and his horsemen. She introduces herself as [Ysabell](#), the adopted daughter of [Death](#).

### *Ysabell wishes to keep Twoflower and Rincewind in the underworld*

[Twoflower](#) gives [Death](#) a rulebook for his nation's version of Bridge, and is hastily escorted out by [Rincewind](#), as the gods are busy arguing the finer details of the card game. [Ysabell](#) stops them from leaving, intending to cut their lifelines with her scythe. The [Luggage](#) stops her by biting down on the blade, allowing [Rincewind](#) to run away with an unconscious [Twoflower](#) on his shoulder.

### *Rincewind and Twoflower escape the underworld*

The [Luggage](#) jumps off the platform holding [Death](#)'s house, into the gigantic funnel where the souls of the dead were being sent. [Rincewind](#) also jumps off, when he notices the two lifelines falling into the abyss below. [Death](#) and his horsemen arrive shortly after, and decide not to pursue [Rincewind](#), still being enchanted by the allure of Bridge.

### *Rincewind is dragged once again into the Octavo by the Great Spells*

Rincewind finds himself inside the Octavo once again, where the Great Spells reveal the true purpose of his existence. He was to prevent the wizards from uttering all eight Spells at the same time, by keeping himself out of their clutches for as long as he could. Suddenly, Rincewind's homesickness grips his mind, and drags him back to his body, causing him to wake up from his spirit-walk inside the chieftain's tent.

### *Rincewind and the party set off for the Smarl river*

Rincewind eagerly looks at the pictures produced by Twoflower's iconograph, while asking the painting imp what it saw in the underworld. Cohen and the party set out for Ankh-Morpork, hoping to ride to the Smarl river and hire a boat to the Circle Sea. Cohen is amused by Twoflower's star-struck babbling, and lets him recount the greatest tales from his childhood about the most famous hero of the Disc.

### *Cohen makes the party pitch camp for the night*

Cohen suspects the party has entered troll country, as Rincewind reluctantly sets out to find herbs and roots for the next meal. Cohen is deeply suspicious of Twoflower's belief that the wizard is well-versed in botany, as Rincewind receives some help from a disembodied voice in the jungle. Hoping that it is not a troll, Rincewind sees the sun set, and is reminded of the stories of trolls turning to stone when exposed to sunlight.

### *Cohen is shocked to learn about dentures*

Back at camp, Cohen despairs at the loss of his teeth, and of how no one takes him seriously anymore when they see his gummy smile. In response, Twoflower takes out his own teeth, which are a complete set of dentures, and offers a backup set to Cohen, who is left stunned by the idea of removable teeth.

### *Rincewind runs into a troll family in the forest*

In the forest, a family of trolls, introduce themselves to Rincewind, talking about some ancient prophecy that mentioned him saving the Disc from the red star. He asks them for help making some soup, with the head of the family, Kwartz being underwhelmed by how their prophecy was being fulfilled. They return to Cohen's camp, to find it deserted, with a blood trail and several hoof-prints riding away from it.

### *Herrena captures Rincewind's companions*

Herrena leads her mercenaries to a small hill, with the three captives in tow. The Luggage is also bound and dragged along, as she looks at some troll caves to make camp for the night. She asks Gancia, the leader of the hired thugs from Ankh-Morpork, to set up camp, while thinking about the two men and the box that matched Ymper Trymon's description.



## Chapter 5

### *Twoflower tries to ask politely to be released*

Kwartz tells Rincewind that the fire lit in front of the mountain cave, is unlikely to deter his grandfather, since he is the mountain itself. He also explains that normal-sized trolls might keep away from fires because of the adverse effects on their brain. Meanwhile, Twoflower notices the teeth, tonsils and cheeks within Old Grandad's mouth, and asks Herrena to let them out.

### *Herrena orders her men to open the Luggage by force*

Herrena decides to disregard Ymper Trymon's orders not to touch the chest, and asks Gancia to force it open. Twoflower tries to tell him that the chest opens only when it feels in the mood, as the rest of the mercenaries notice someone approaching the cave from lower ground. Old Grandad moves his mouth, leading to everyone inside losing their footing.

### *Twoflower and the prisoners are set free by the last remaining mercenary*

As Old Grandad tries slowly to stand up, waking from a centuries-long slumber, Herrena and the mercenaries jump out of its mouth, leaving Gancia and Weems alone with the prisoners. Gancia gets eaten by the Luggage when he tries to retrieve some gold inside it, and Weems hastily unties the prisoners before leaping out of the rising cave mouth.

### *Rincewind sees his friends on top of Old Grandad*

With sunrise, the trolls helping Rincewind as well as Old Grandad all turn to stone, with the mercenaries having fled the scene. Rincewind notices Twoflower and the Luggage high up in Old Grandad's mouth, trying to find a way down to the ground.

### *Cohen decides to square off against the Luggage*

Cohen tries to fight the Luggage with his bare hands, rambling about the gold he had seen in it, and of how it had swallowed Gancia, never to be seen again. Twoflower calls off his pet, while reminiscing about the vanishing shop he had purchased it from when preparing for his travels. Rincewind takes him aside, and recommends separating from the others, to improve their chances of survival.

### *Herrena takes Rincewind and Twoflower to the Smarl river*

Herrena ambushes Twoflower and Rincewind along with her men, while warning the Luggage to stay away from her camp. The Luggage chooses to follow them on their ride to the Smarl river, triggering paranoia and fear in Weems, much to Rincewind's amusement. Eventually, they reach the river crossing, and strike the gong for the winch-operated ferry. Twoflower laughs through his gag as he recognizes Cohen rowing the ferry.

### *Herrena is ambushed by Cohen and the Luggage*

Herrena asks her men to seize the ferryman, growing suspicious of his voice, as Cohen takes off his robe, and fights the mercenaries. The Luggage terrifies Weems by emerging from the river, as Rincewind escapes his captor's grip, and runs into the bushes. A while later, Herrena is knocked out by a log thrown by Bethan, and the rest of the mercenaries scatter in the absence of their leader.

### *Cohen leads the party to a nearby town*

Cohen and Bethan announce their desire to get married, and lead the group to a nearby town hoping to find a priest who might officiate the ceremony. Rincewind tries and fails to warn Cohen about the age-gap between himself and Bethan, before giving up and tagging along. In the city, they notice the people evacuating to the mountains, with rumours about the red star's arrival spreading like wildfire.

### *Rincewind is surrounded by doomsday cultists*

Rincewind notices huge red stars painted on the temples in the city, as well as the foreheads of the people left in it. As a doomsday preacher starts his speech, Death appears next to Rincewind to bemoan the formation of cults. The mob starts to corner Rincewind, accusing him of being a wizard, and revealing that they had killed all of the city's wizards a few days ago.

### *Rincewind is dragged away from the temples by Twoflower and Bethan*

The Great Spell within Rincewind's mind emerges, to incinerate one of the cultists, leaving him in a state of shock at casting his first ever spell. Bethan and Twoflower try to run off with Rincewind into the city's alleyways, only to be trapped in a dead end, with a mob of cultists closing in. Twoflower notices the vanishing shop appear in the brick wall where the dead end was, causing the cultists to run away.

### *Cohen gets new dentures made at a goldsmith's shop*

Cohen is busy with a dwarven goldsmith, trying to get some dentures made from the diamond tooth that the Luggage had broken when coming out of Old Grandad's mouth. A group of cultists try to intimidate the dwarf, claiming that the Red Star might spare the Discworld if they eliminated all magical races. Cohen deals with the cultists, while the dwarf packs up his valuables and readies to flee the town.

### *Cohen and Lackjaw reunite with the Luggage*

Cohen runs away from more cultists, wondering why they burned all the magical books, instead of using the pages judiciously as fuel during the winter. Eventually he runs into a dead end with Lackjaw, the dwarven goldsmith, and finds the Luggage staring intently at a brick wall. Lackjaw believes Cohen is going insane, as the old man talks to the Luggage, only to see it run into the brick wall, causing it to collapse.

### *Rincewind wakes up inside the wandering shop*

Twoflower is taken by a cigarette holder in the dusty shelves of the wandering shop, as the Shopkeeper emerges from a counter, to berate him for fiddling with the goods. Meanwhile, Rincewind slowly

wakes up from his haze, angry that the Great Spell had stopped him from memorizing other spells, and experiencing the pleasure of exercising magic.

### *Rincewind asks the Shopkeeper to let them out in Ankh-Morpork*

Bethan intimidates the Shopkeeper into getting some water for Rincewind, as he bemoans the spread of the red star cult across Discworld. The Shopkeeper prepares to send Rincewind and his companions back to Ankh-Morpork, as Great A'Tuin fights the influence of the red star, in its swim through space.

### *Twoflower listens to the Shopkeeper narrate his sad tale*

At his miniature model of the universe, the Shopkeeper talks to Twoflower about insulting a wizard long ago, and being cursed to wander in the shop forever, traveling the multiverse with no way to settle down, except to run into the same wizard again and give him what he was in search of. Twoflower commiserates with him, as he thinks back to the different shop from which he had purchased the Luggage

### *Twoflower and his party land in Ankh-Morpork*

The Shopkeeper hands Twoflower his fancy cigarette holder, as he kicks them out onto an empty street in Ankh-Morpork, before running back into his shop and vanishing. Twoflower tries to explain to Bethan that Rincewind not being afraid of the approaching red star must mean it does not pose the slightest threat, as she grumbles about Cohen. They get swept away by a procession of cultists marching through the city.

### *Ymper Trymon initiates the ritual to open the Octavo*

Beneath the Unseen University, Ymper Trymon leads the inner council to the lead-lined chamber holding the Octavo, as they prepare to open it using Galder Weatherwax's invocation. Outside its main gate, the cultists demand that the wizards commit mass suicide, to rid the world of the approaching red star, as Rincewind guides his party to a secret entrance in a narrow alleyway.

## **Chapter 6**

### *Ymper Trymon steals the Octavo from the council of Wizards*

Ymper Trymon locks the others in the council within the lead chamber, as he runs out with the Octavo. He tries to ignore the mind-tricks being played by the book, and marches to his room in the main level. Meanwhile, Rincewind hears the main gate being torn down by the cultists, and decides to head for the safety of the underground cellars.

### *Rincewind manages to rescue the council of Wizards from the Octavo's chamber*

Rincewind investigates the banging downstairs, and runs into the council of Wizards locked in the lead-lined chamber underground. He uses the Great Spell's residual power to open the magical lock, and Jiglad Wert comes out bemoaning the theft of the Octavo by Ymper Trymon. They run into the Great Hall, to find the Dungeon Dimensions bleeding into the terrace of the Tower of Art, and believe that Ymper Trymon has started to memorize the Great Spells one by one.

### *Rincewind and Twoflower march off into the Tower of Art*

Rincewind watches Twoflower disappear into the tower's base, and decides against his better judgment to follow him. Bethan scolds the council into helping them, even as they feel their magic weaken with the closing of the red star. Eventually they catch up to Twoflower and Rincewind half-way up the spiral staircase, as the empty Octavo falls down on them.

### *Rincewind confronts Ymper Trymon at the top of the Tower of Art*

Rincewind reaches the top of the tower, only to find the council of wizards standing very still around Ymper Trymon, who is unchanged, except for his eyes being hollow pits through which a strange force seems to be leaking. Ymper Trymon declares himself the elected leader of all eight Orders, and threatens Rincewind with death, unless he surrenders the Great Spell in his mind.

### *Rincewind defeats Ymper Trymon using brute force*

Rincewind fights Ymper Trymon with just his fists and knees, and is transported to an arena in the Dungeon Dimension, where Ymper Trymon presents in his beastly form. Rincewind gains the upper hand by tearing open a weak point in the monstrous exoskeleton of Ymper Trymon, bringing the two of them back to Discworld, and resuming time. Ymper Trymon's body falls into the spiral staircase, and is destroyed, leading to the seven Great Spells in his mind returning to the Octavo.

### *Cohen rescues Rincewind and Twoflower at the top of the tower*

Cohen saves Rincewind from falling down the tower's staircase, and immediately gets to work cutting the rings out of the stone statues that the council of wizards had been reduced to. Rincewind forces the Great Spell to evacuate his head, and return to the Octavo, before starting the ritual of reading out all eight spells.

### *Bethan spots the problem with Rincewind's ritual*

An audience of cultists and citizens gather to see Rincewind pronounce the eight Great Spells, only for an anticlimactic end to the ritual. Bethan spots a possible mistake in the pronunciation of the esoteric languages within the book, and asks him to try again. Twoflower accidentally provides the correct pronunciation, making the Octavo buzz with power, and fly off into the sky.

## Chapter 7

### *The Octavo is swallowed by the Luggage*

The Octavo wisely chooses to be swallowed by the [Luggage](#) as it comes back down from the sky, after triggering the hatching of baby Discworlds, filling [Great A'Tuin](#)'s mind with joy at the completion of its reproductive cycle. The red star and the baby turtles orbiting it drift away, with [Twoflower](#) deciding to head back home to the Agateam Empire.

### *Rincewind prepares to re-enroll at the Unseen University*

[Twoflower](#) gifts the [Luggage](#) to [Rincewind](#) after emptying it of all his possessions, and gives a bag of gold as a wedding gift for [Cohen](#) and [Bethan](#). [Rincewind](#) tries to dismiss the [Luggage](#), before realizing it was incapable of existing without a master. He reluctantly asks it to follow him into the University, as he prepares to re-enroll, his mind now free from the clutches of the Great Spell.

## Book 3: Sourcery

## Chapter 1

### *Ipslore the Red mourns the death of his wife*

[Ipslore the Red](#) waits with his eighth child next to his burnt house, as [Death](#) comes to claim his soul. He tells [Death](#) that he is leaving his octiron staff as a final gift for his child, and decides to force a destiny upon him. [Death](#) advises against it, as [Ipslore the Red](#) curses the wizards of Unseen University for ostracizing him and his wife, forcing them to run to the edge of the civilized world.

### *Ipslore the Red makes one last desperate play to evade Death*

[Death](#) takes [Ipslore the Red](#) with a lightning bolt to his head, just as the wizard hands his staff to his infant son. This results in his soul being trapped in the staff, which [Death](#) cannot destroy, lest he interfere with the child's destiny. [Ipslore the Red](#) agrees to the loophole that his son willingly giving his staff away would lead to his downfall from the Archchancellorship of the University, lording over the same wizards that had excommunicated [Ipslore the Red](#).

### *Rincewind tries to report his findings to Spelter*

Rincewind, now assistant librarian to the orangutan in charge of the tomes, notices the creatures in the university fleeing it in a panic, and runs to the bursar's office to investigate. In his office, Spelter dismisses Rincewind's concerns about the foundations trembling, and the rats fleeing, while offering him some alcohol to calm down.

### *Rincewind escapes the University compound with the Luggage and the Librarian*

Out on the University lawn, Rincewind watches the insects and pests flee the University, along with the stone gargoyles usually perched up on the rooftops. He goes to his quarters in the library and wakes the Luggage up from its winter hibernation, and prepares to flee the University, dragging the Librarian with him.

### *The Sourceror deals with the wizard set to become the new Archchancellor*

The Sourceror walks to the front entrance of the University, just as the wizards prepare for the feast of Small Gods' Eve. Meanwhile, the Archchancellor-elect is ambushed in his room by some unknown wizard, just as the thief lurking in the corridors reaches his chamber. The thief finds the leather box he is in search of, and opens it to hear a faint voice berating him for being late.

### *Rincewind bemoans his inability to prosper within the University system*

At the Mended Drum, Rincewind talks fondly of his memories as a child, learning about the old ways of magic, before the University had formalized it into a system of academic instruction. The Librarian listens half-heartedly, busy nursing its beer, as the Luggage tries to steal snacks from the other patrons.

### *Spelter watches Coin interrupt the crowing of the Archchancellor*

Spelter leads the wizards in the banquet hall as they prepare to welcome the Archchancellor, and is shocked to find a young boy in white robes burst in through the door, now reduced to a glowing liquid. Skarmer Billias, a member of the inner council of wizards, tries to ask the boy why he has barged into the University, and is amused to learn that the boy Coin wants to duel the strongest wizard present in the hall.

### *Coin shocks the assembled wizards by one-upping Skarmer Billias*

Skarmer Billias summons a pocket-dimension created by one of the last sourcerors, a feat considered difficult even by the standards of eighth-level wizards. He finishes summoning the spherical orb containing the garden, and is annoyed to see Coin complain about its size. Coin manages to transport all of the wizards gathered in the dining hall to the pocket dimension, before returning to them to the University, and making Skarmer Billias vanish in a cloud of smoke.

### *Spelter recommends a negotiated truce with Coin*

After letting Coin sit on the Archchancellor's chair per his wishes, and sending him to bed with a hearty meal, the council of Wizards sit down to debate their future. Spelter, surprised to see them so rattled

that they take his opinion seriously, starts to talk about letting the boy sit on the ceremonial chair, and guiding his decision-making instead of confronting him head-on.

### *Marmaric Carding and Spelter decide to enter an uneasy alliance*

Marmaric Carding, one of the council members, shows support for Spelter's idea, and dismisses the other senior wizards for the night. Marmaric Carding and Spelter stay in the meeting hall, and launch surprise attacks at each other simultaneously. They agree reluctantly to a temporary truce in trying to mould the boy's mind, fully realizing that betrayal lurked around the corner waiting for either of them lose their utility.

### *Marmaric Carding talks about the end of sourcery at large*

Marmaric Carding reveals the old legends of wizards being able to birth sourcerors as their eighth child, and of how the Gods had found it terribly inconvenient to have such powerful beings on the Discworld to interfere with their plans. He asks for the enchanted hat of the Archchancellor to be retrieved, so that they might crown Coin, and continue to shape his mind as they see fit.

### *The thief with the Archchancellor's hat forcibly drags Rincewind along with her*

The mysterious thief who had stolen the Archchancellor's hat from the University greets Rincewind in the Mended Drum, and asks him to take on a mission. He declines, telling her he has had his fill of adventure, just as the Patrician's guards show up to arrest her. A bar fight breaks out, allowing the two of them to escape upstairs, and escape through a window.

### *Conina leads Rincewind to the Shades district*

The Archchancellor's hat tells Rincewind that terrible events are in progress at the University, and that it needs to be taken to Klatch, as soon as possible. The female thief sets off down an alley, intent on walking into the run-down criminal district of Ankh-Morpork, and makes short work of the petty thieves that accost them on their way in. She introduces herself as Conina, and heads into an inn at the center of the district.

### *The Archchancellor's hat defends itself from a petty thief*

Someone steals the box containing the Archchancellor's hat from Rincewind, during the minor scuffle that breaks out in the tavern, with Conina hurrying out into the back-alley in pursuit. The thief gets frozen to death by the Archchancellor's hat's own magic, with Rincewind accidentally toppling the frozen man, and making him shatter. Conina notices more criminals start to take an interest in the Archchancellor's hat, and asks Rincewind to keep moving.

### *Conina and Rincewind reach the city docks*

Conina explains that she is Cohen's daughter, and that she has inherited his mad urge to steal, and his impulse to greet strangers with a knife to the throat. Rincewind muses that it must be great for

an aspiring barbarian to have these qualities, and she reveals that her dream is to be a hairdresser, in complete opposition to her violent instincts.

### *The Luggage is reunited with Rincewind*

The Archchancellor's hat tells Rincewind that it represents the combined power of every archchancellor at the Unseen University, going back millennia. It uses its magical persuasion to force him to find a ship ready to sail out of the city, as the Luggage slowly ambles up to them, with many crossbow bolts and swords sticking out of its body.

### *Spelter and Marmaric Carding talk about the sourceror infusing magic into the University*

At the Unseen University, the aura of sourcery seeping into the campus enables the wizards to perform feats of magic they had only every dreamt of. The Librarian locks himself in the main hall of the library, and reads the history of sourcerors with growing alarm. In the Great Hall, Marmaric Carding is pleased by the resurgence of magic into the University, and tells Spelter that wizarding levels and orders are no longer meaningful.

### *Coin makes some changes in the Great Hall of the University*

Coin's staff flings Marmaric Carding across the Great Hall when he dares to touch it without the boy's permission. Coin warns him not to touch the staff, as he sets about redoing the Great Hall's architecture, turning it into a well-lit modern lobby, complete with glass windows and marble pillars.

### *Ovin Hakardly is chastised by Coin*

Ovin Hakardly, a scholar of magical lore, confronts Coin, reminding him of the traditional process of selecting an archchancellor. Coin in turn, ridicules the wizards, calling them little more than insects fighting over their few acres of land in the city, and leaving the Patrician to wield real power in the outside world.

### *Havelock Vetinari is teleported against his will to the University*

In the palace of Ankh-Morpork, the Patrician reads the latest intelligence reports from his network of spies, as he thinks back to the centuries of trading-guilds ruling over the city. As the head of the Havelock Vetinari family, he thinks about the headache of administering the city, as he is suddenly teleported to the renovated Great Hall of the University.

### *Marmaric Carding transmutes the Patrician into a lizard*

The Patrician gets angry at Marmaric Carding as his pet dog, which was also transported with him, growls at the octiron staff in Coin's arms. Marmaric Carding orders the Patrician to be imprisoned in the wine cellars under the University, reminding him that the wizards had finally awakened to their true power. He accidentally morphs the Patrician into a lizard, and is pleased at the power now available to him.



## Chapter 2

### *Conina spots Klatchian slavers approaching their ship*

Conina gives Rincewind a haircut on board the ship sailing to Al Khali, on the coast of Klatch across the Circle Sea. She spots some slaver ships approaching them in the distance using her superhuman vision, leaving Rincewind to confirm the grim news with the Archchancellor's hat. It asks him to wear the hat, so that it might use his eyes to see into the distance.

### *Rincewind's ship is set upon by Klatchian slavers*

On wearing the Archchancellor's hat, Rincewind sees the dead archchancellors staring at him through his mind, and is overwhelmed by their combined experience weighing down on him. He takes it off, in time to hear the alarm being rung as the slaver boats close in. The slavers manage to subdue the ship's crew using blunt weapons, with the leader making for the afterdeck, where Rincewind and Conina are hiding.

### *Conina and the Luggage deal with the slavers*

The head slaver talks to Rincewind about the opportunity of being a eunuch in the emperor's harem, as the only viable path for a physically feeble wizard, as Conina uses the distraction to kill his bodyguards. The Luggage swallows the head slaver, trapping him in its pocket dimension, as Conina jumps down to the main deck, to kill the rest of the slavers.

### *The wizards emerge into the city from the gates of the University*

In the city square next to the Unseen University, the stalls and tenements that had sprouted up over the years are all pushed away by a magical shockwave, with one enterprising merchant made to vanish for daring to question the wizards marching out of the gates. The rest of them see the wizards materialize fresh food out of thin air, and realize their livelihoods are under threat in addition to their lives.

### *Rincewind decides to help the Archchancellor's hat after it is captured by the slavers*

Conina tells Rincewind that the slavers fled with the Archchancellor's hat, and that they were likely taking it to Al Khali. Rincewind initially decides to leave the Archchancellor's hat to its fate, before his conscience bullies him into going into the city to rescue it.

### *Spelter presents his newly sewn archchancellor's hat to Marmaric Carding*

At the University, the wizards discover the incompatibility of sourcery with intrinsically magical things, such as their own bodies. Spelter hand-sews a replica of the Archchancellor's hat, which manages to fool Marmaric Carding's critical eye. Meanwhile, the city of Ankh-Morpork receives a facelift, with the grime and dirt magically swept away, leaving a clean city and sparkling river.

### *Coin insists on a coronation ceremony for himself*

The inner council of wizards present the new archchancellor's hat to **Coin**, who insists on a grand coronation ceremony, so that the world might know of the true power of wizardkind. He tells **Marmaric Carding** that the wizards living in far away lands will now have the gift of his sourcery to transport themselves instantly to the site of the new coronation. He also intends to move his seat of power to a newly constructed palace, condemning the University as a symbol of weakness.

### *Coin almost detects the dissent taking shape in Spelter's mind*

**Coin** reminds the wizards that they no longer had to depend on dusty tomes and arcane rituals to perform magic, since he had given them the gift of sourcery. **Spelter**'s mind starts to remember the old ways fondly, but **Marmaric Carding** stomps on his toes just as he prepares to voice his nostalgia. The city is put under a midnight curfew, with the citizens being forced to enter a magical slumber at the appropriate time.

### *Spelter talks to the Librarian about the possible shuttering of the Library*

**Spelter** creeps through the University corridors at night, to warn the **Librarian** about the impending closure of the Library. The **Librarian** tells him about a secret entrance that it uses to go in and out of the sealed Library, and reassures him that it is keeping the **Patrician** safe in a glass jar. On his way back to his chambers, **Spelter** decides to investigate some quiet sobs coming from the rooms of a senior wizard.

### *Rincewind and Conina get surrounded by thugs in Al Khali*

**Rincewind** and **Conina** reach the Temple of Al Khali, with its famous frescoes and carvings, while thinking about the best way to track down the **Archchancellor's hat**. Eventually, **Conina** decides to seek out the criminal district, hoping to be ambushed by someone with knowledge of the slavers. They are ambushed by some thugs armed with crossbows, leading **Conina** to recall her father's words about projectile weapons and impossible odds.

### *Coin builds the new wizard stronghold out of pure magic*

**Spelter** tries to tell **Marmaric Carding** about the sobbing from last night, but is brushed off, as **Coin** is busy crafting a new home for the wizards. He puts the final touches on the stronghold, before opening a portal to it using his staff. In the oxbow bend of the Ankh river, **Coin** summons the new fortress, rising high in the air, and made of solidified magic.

### *Coin wishes the death of the wizarding system*

**Coin** declares his coronation will take place in a week, and that he will force a full moon on the appointed day. **Spelter** suppresses the dissent in his heart, and plays along with **Coin**'s plan to dissolve the wizarding system, as well as burn down the Library in the University.

### *Spelter is chased by Ipslore the Red through the university's basement*

Spelter is cornered by the Ipslore the Red, trapped in the octiron wand, as he tries to warn the Librarian about the destruction of the Library. He tries to run into the underground kitchens, but Ipslore the Red keeps up with him easily, melting the cleaver that he attempts to use in self-defense.

### *Conina and Rincewind sit in Creosote's garden*

Conina and Rincewind are brought to a walled garden in the middle of Al Khali, where the mayor of the city, Creosote, introduces himself. He orders his men to back off, and offers food and drink to his guests. Rincewind recognizes him as the son of the famed assassin, who was rumoured to be richest man on the Disc. He summons his Grand Vizier Abrim, who reminds the mayor that the Archchancellor's hat had warned them about the arrival of these two foreigners.

### *Abrim decides to talk to the Archchancellor's hat directly*

Abrim has Conina escorted to the seraglio, as Rincewind is interrogated about the nature of the Archchancellor's hat. Eventually, the Archchancellor's hat decides to communicate telepathically with Abrim, promising him a favourable bargain if he were to cut the wizard out of the negotiation. Rincewind gets thrown in the snake pit, where he meets a barbarian, wearing woolen underwear.

### *Rincewind accidentally helps Nijel break open a wall in the snake pit*

The Luggage walks into a bar on the outskirts of Al Khali, and gets drunk on the powerful local liquor, to deal with its separation from Conina. Meanwhile, Rincewind learns that the teenage barbarian is named Nijel, and notices the lone snake in the pit trying its best to go unnoticed. Nijel attempts to open a weak stone block in the wall, and Rincewind is shocked that his subconscious attempt to summon magic works, with a fireball blasting the wall apart.

### *Rincewind and Nijel make it to the palace grounds*

Rincewind manages to use the magical energy gathering in the palace to summon an elevator to the surface, where Nijel notices a tall tower erupting from the ground. Rincewind notices some familiar old wizards marching out of the white tower, making short work of Creosote's guards, as they attempt to rush them with swords and sickles. Nijel is horrified by the dismissive way in which the wizards kill the armed thugs, prompting Rincewind to ask if this was the first time he was witnessing murder.

## **Chapter 3**

### *Nijel and Rincewind refocus on rescuing Conina*

Nijel suggests Rincewind to stop wearing his wizard robes and hat, if he is worried about being hunted down along with the newly ascended wizards from Ankh-Morpork. Rincewind is horrified by the idea, and eventually remembers his original objective of rescuing Conina from the seraglio. Searching through the palace corridors, they eventually find the entrance to the seraglio, with only a few guards left inside to protect the women.

### *Benado Sconner leads a party to the Library, with orders to burn it down*

A squad of wizards, led by Benado Sconner are tasked with burning down the Library of the Unseen University, in the middle of the night. Benado Sconner makes quick work of the heavy door leading into the Library, and asks his men to prepare their matchsticks. One of the wizards spots something moving close to the domed ceiling.

### *Benado Sconner is thrashed by the Librarian*

Benado Sconner is attacked by the Librarian, and thrown out of the Library with enough force to bowl over the other wizards cowering in fear. They remind him of the risk in using magic next to the tomes kept in the Library, and prepare to find some flammable oil to systematically burn down the bookshelves.

### *Nijel and Rincewind are reunited with Conina*

Nijel manages to perform some sword acrobatics using the guide to barbarian lifestyle written by Cohen, but manages to get his sword stuck in the ceiling. The harem guards close in on him, until Conina arrives and sneakily stabs them from behind. Rincewind is relieved that he did not have to resort to magic again, as he notices Conina and Nijel staring at each other, lovestruck.

### *Conina and Nijel are smitten with each other*

Conina privately threatens Rincewind not to reveal her parentage to Nijel, as she talks about the mayor asking her to tell him stories, as part of her duties in the harem. For his part, Nijel begs Rincewind not to reveal how much of a novice he is. Meanwhile, the Luggage wakes up from its drunken stupor, despondent at being banished by Conina. It drifts down the Tsort river, and is ambushed midway by some logs.

### *Rincewind and his party reach the sourceror's tower in Al Khali*

At the new tower of sourcery in Al Khali, Rincewind notices the city guards being transfigured into small reptiles and rodents, with the architecture being slowly converted into the white marble preferred by Coin. As they argue about confronting the wizards in the tower, Abrim steps out of a ruined building, wearing the Archchancellor's hat.

### *Rincewind and his party are mind-controlled by the Archchancellor's hat*

The Luggage shakes off the crocodile ambush, and trots through the desert, reaching a basilisk's hunting grounds. The beast tries to stare down the Luggage with its magical sight, supposed to petrify any souls

caught in it, and feels the sudden urge to blink. Meanwhile, the [Archchancellor's hat](#) declares its intent to use [Abrim](#) as a useful host, and mind-controls [Rincewind](#) into marching against the sourcerors, along with his companions.

### *Rincewind recalls the history of the Mage Wars*

[Rincewind](#) recounts the story of the Mage Wars aeons ago, with common people being caught in the crossfire as evenly matched wizards unleashed weapons of mass destruction on each other, stretching the fabric of reality to its very limit. The [Luggage](#) deals with the basilisk, and then a chimera that ambushes it. It decides to give up the life of freedom, and seek out a master.

### *Abrim becomes the Archchancellor's hat's unwitting host*

[Abrim](#), now possessed by the [Archchancellor's hat](#), seeks out a fight at the entrance to the sourceror's tower. A wizard shows at the gate, and challenged [Abrim](#) to a magical duel. [Abrim](#) tells him that he can also harness sourcery using his centuries of knowledge, and shrugs off all the magic thrown at him. The [Archchancellor's hat](#) lets [Rincewind](#) and his companions loose from its mind-control, as it focuses on destroying the wizards holed up in the tower.

### *Rincewind and his party meet up with an intoxicated Creosote*

[Rincewind](#) and his party run from the magical overload taking over the space around the tower, and find [Creosote](#) waking up from a stupor, surrounded by the rubble of his palace. He tells them that he has never stepped out of his palace grounds, and has no idea where his famed horse stables are located. Eventually, [Creosote](#) regains his composure enough to remember the fact that his magic carpet is in the treasury, causing [Rincewind](#) to recoil in horror.

### *Rincewind and his party traverse the tunnel into the treasury*

The [Luggage](#) manages to evade the collateral damage from the Mage War erupting in Al Khali, and climbs out of the Tsort river, to pursue its new master. Meanwhile, [Creosote](#) takes [Rincewind](#) and his party to the palace treasury, where a secret tunnel hidden behind a statue of [Offler](#) leads to the room containing magical artifacts.

### *Rincewind and his party are trapped in the treasury*

[Rincewind](#) is amused by the silly traps laid by [Creosote's](#) grandfather, the original architect of the palace and treasury, until the tunnel roof collapses, trapping him and his party in the treasury. [Conina](#) looks at the magic carpet, lamp and gold ring on a central pedestal, as [Creosote](#) mumbles something about his grandfather using those artifacts to build his fortune.

### *Rincewind commandeers the magic carpet, and escapes the collapsing palace*

[Rincewind](#) manages to figure out how the magic carpet works, by speculating that it was programmed to fly in the opposite direction of any commands spoken to it. He escapes the treasury with his party, just as the stones of the palace are broken off by the [Archchancellor's hat](#), and magically reassembled to

create a new tower where the sourcerors had formerly assembled their own. [Rincewind](#) believes that the [Archchancellor's hat](#) has won the first battle, and is consolidating its power in Al Khali, before venturing out into the rest of the Disc.

#### ***Rincewind negotiates with his conscience on board the magic carpet***

[Rincewind](#) thinks about the helplessness of the common-folk in the Disc, in the face of another Mage War, as he realizes his conscience is flying the carpet bypassing his conscious mind. It chastises him for trying to run away from the sourceror at the root of the magic saturating the world, instead of confronting him, even at the cost of his own life.

#### ***Rincewind sleepwalks to the waterline, trying to assemble a stone tower***

[Rincewind](#) manages to land the carpet on the coast of the Circle Sea, with [Conina](#) building a simple campfire to allow them to take turns sleeping. She wakes the other up in the middle of the night, to point out [Rincewind](#) sleepwalking to and from the beach, subconsciously assembling a pile of stones to build a tower.

#### ***Rincewind slips away from his party on the magic carpet***

[Rincewind](#) gets shaken awake by [Nijel](#), and notices the magical artillery being exchanged across the Circle Sea. As the others get busy arguing about the value of wizards to the Disc, [Rincewind](#) sneaks off with the magic carpet, intent on flying across the Sea to some abstract enemy waiting in Ankh-Morpork.

#### ***Abrim's ritual in Al Khali is interrupted by a knock on the door***

In the wizards' tower of Al Khali, [Abrim](#) is busy channelling the raw power originating from the others now subservient to him, as he hears a knock on the door. Surprised at the possibility of any living thing being left unscathed by the reality-bending effects of their ritual, one of the junior wizards opens the door to investigate.

#### ***Rincewind returns to the revamped Ankh-Morpork***

[Rincewind](#) comes out of his angry haze midway to Ankh-Morpork, and realizes the Mage Wars would eventually lead to the extinction of all life on the Disc. He lands in his home city, and finds it unrecognizable, alarmed by the cleanliness and orderliness of the streets. He sees the University deserted, and heads for the ruins of the Library, frantically trying to find the [Librarian](#) in the burnt rubble.

#### ***Nijel uses Creosote's magic lamp to summon a Genie***

[Nijel](#) pulls out the magic lamp he had nicked from the treasury, as [Creosote](#) argues with [Conina](#) about their carelessness in allowing [Rincewind](#) to escape. He rubs it and summons a [Genie](#), in spite of [Creosote's](#) insistence that the original lamp that his grandfather had used to build his fortune was a different one.

## Chapter 4

### *Conina threatens the Genie into obeying their command*

The **Genie** tries to get out of his obligations to **Nijel**, intent on securing his next home in a lamp-shop, close to the harbour of Ankh-Morpork. **Conina** threatens the **Genie** with the destruction of the lamp, making it take their request seriously. It tells them that it has little experience with teleportation, and agrees to try to send them to Ankh-Morpork regardless.

### *Nijel and his party travel to Ankh-Morpork inside the Genie's lamp*

**Nijel** figures out the fact that the **Genie** has imprisoned them in the lamp, which is being carried by another version of himself. The **Genie** tries to explain that this fractal trick only works as long as the universe fails to catch on to the deception, as **Nijel** starts to think really hard about the logistics of their trip to Ankh-Morpork.

### *Rincewind meets up with the Librarian and the remnants of the Library*

**Rincewind** finds the **Librarian** holed up in the Tower of Art, now abandoned by the wizards, and is shocked to learn that the tomes of magic all flew away from the Library, to seek refuge in the tower. He finds the **Patrician** safe in his glass jar, and his pet dog licking his boots. The **Librarian** gets to work repairing some damaged tomes, as **Rincewind** hands it surgical tools from at impromptu operating table.

### *Rincewind tries to crawl away from his mission to defeat sourcery*

**Rincewind** agrees with the **Librarian** that the emergence of sourcery would spell the end of the world eventually, but insists that someone else should be the one to face the threat this time. The **Librarian** snatches his hat from him, and threatens to cut it with its shears, as **Rincewind** watches on helplessly. It then places the hat back on his head, to remind him that his instincts made him the best candidate to stand up to sourcery.

### *Conina and her companions steal some horses*

**Conina** and her party are transported to the outskirts of Quirm, where they notice the Mage Wars in progress, and the exchange of magical artillery with other strongholds across the Disc. They find some horses tethered to the rear entrance of a tavern, and decide to steal them, unaware of the fact that those steeds belonged to **Death** and his horsemen, currently busy drinking themselves into a stupor inside the inn.

### *Marmaric Carding defeats Abrim and the Archchancellor's hat*

**Marmaric Carding** starts to feel nostalgic about the world before the emergence of **Coin**, as he defeats the wizards holed up in Quirm, from the stronghold newly constructed in Ankh-Morpork. As the wizards under **Coin**'s control turn their attention to Al Khali, **Marmaric Carding** manages to find a weakness in

Abrim's mental defenses, making him vanish under the weight of the Archchancellor's hat's pressure, and causing a chain reaction within the Archchancellor's hat's tower.

### *Marmaric Carding dies in his attempt to destroy Ipslore the Red*

Marmaric Carding's mind returns to Coin's tower, and he berates the sourceror for allowing the denizens of the Dungeon Dimensions to appear in the Discworld, along with the flow of raw magic. Ipslore the Red incinerates Marmaric Carding when he tries to destroy the staff, leaving the other wizards stunned at the horror of his body melting into a puddle.

### *Death rides away from his horsemen stuck at the tavern*

Death is affronted by his horsemen asking to ride pillion on his steed, and rides off to harvest some more wizard souls. War and Famine are busy trying to figure out how to get around, as Pestilence raids the tavern's kitchen, looking for food. They decide to wile away some more time drinking, disregarding the Mage Wars that required their presence.

### *Ovin Hakardly tries to dissuade Coin from antagonizing the gods*

Meanwhile, Ovin Hakardly tries to explain the Dungeon Dimension, and speculates that the gods in Cori Celesti might soon be forced to act against the sourcery. Coin declares war against the gods, dismissing Ovin Hakardly's fears about their power.

### *Rincewind reaches the main chamber at the top of the sourceror's tower*

The Librarian reminds Rincewind that he had the weight of saving the entire world on his shoulders, as he sets out to confront Ipslore the Red and Coin atop the white tower of the sourceror. Meanwhile, Coin imprisons the gods in Cori Celesti in a small sphere the size of a pearl, as Rincewind manages to reach the top of the tower on his magic carpet.

### *Rincewind gets attacked by Ipslore the Red, against Coin's wishes*

Rincewind is puzzled by the famed sourceror being a small boy, and starts to explain the brick inserted into his sock, that he intends to use as a lethal weapon. Coin resists Ipslore the Red's orders to kill the diseenter, insisting that Rincewind is a harmless jester. Ipslore the Red flies out of Coin's arms, and knocks Rincewind down by slamming into his head at great speed.

### *Coin stops Ipslore the Red from killing Rincewind*

Rincewind sees Death materialize next to him, as he enters bullet time, waiting for Ipslore the Red to slam into his head for the last time. Rincewind asks Death which wizard's soul he is here to harvest, and time resumes before he can get an answer. Coin grabs Ipslore the Red midway through his trajectory, and breaks it into two pieces. Ovin Hakardly is convinced that Coin and Ipslore the Red are evenly matched, and recommends fleeing the tower.



### *Rincewind decides to try and help Coin defeat Ipslore the Red*

Coin and Ipslore the Red are locked in a mental battle, Rincewind's conscience forces him to jump into the circle of magical fire to try and help the boy. Ovin Hakardly and the others levitate down from the tower, as Rincewind's burning hat falls down to the ground, to be quickly covered in a layer of snow. Meanwhile, the horsemen of Death lounge around in the bar, having forgotten the Apocalypse that they were supposed to be supervising.

### *Nijel recalls the stories about the Apocalypse*

Conina and her party manage to gain control of the flying horses, in time to see clouds drifting over the land, bringing heavy snow. Nijel asks the Genie about the snow, and learns that the fable Apocalypse has arrived, signified by the gods vanishing and the Ice Giants reclaiming the Disc. The Genie decides to repossess his lamp, and vanishes from the Disc, believing that the end of sentient life is imminent.

### *Rincewind and Coin defeat Ipslore the Red*

Rincewind wakes up in the Dungeon Dimensions, vaguely recalling Death claiming Ipslore the Red's soul when he is distracted by the fight against Coin. He then finds some Things busy trying to widen a portal into the Discworld so that they can invade, and shakes Coin awake. Meanwhile, refugees start to return to Al Khali, sensing the end of hostilities against the mages from Ankh-Morpork.

### *Nijel tries to talk the Ice Giants out of their conquest*

Nijel and his party fly hubwards, to find the Ice Giants starting their migration across the Disc, using their magic to push massive glaciers in front of them to grind down the land. He tries to negotiate with one of the leaders of the Ice Giants, and is rescued by Conina when forced off his horse.

### *Rincewind helps Coin escape the Dungeon Dimensions*

Rincewind decides to use his other sock, after filling it with sand, to distract the Things, allowing Coin to jump into the portal back to the Discworld. Coin makes it through, with the Librarian beating back a tentacle that wraps around his legs, and is astonished to see the Luggage jumping into the portal after Rincewind. The portal flickers and closes, with the Librarian reminding him that Rincewind's fate cannot be ascertained from here.

### *The Librarian frees the Gods of Discworld from their imprisonment*

Coin hands the pearl containing Cori Celesti to the Librarian, who throws it far away, hoping to break the spell of imprisonment by shattering it. The gods of the Discworld emerge, angry at the Ice Giants for pre-empting their apocalypse, and intervene in the advance of the glaciers. Conina and Nijel watch fascinated as the snow melts all of a sudden, and the glaciers retreat back towards the hub.

### *Conina and Nijel are turned away by Coin when they ask after Rincewind*

Coin tells Conina and Nijel a story about Rincewind successfully defeating Ipslore the Red, before using his magic to alter their memories. He sends them on their way to live a happy life, and asks the Librarian

how he can live in Discworld, while resisting the urge to use his magical powers to alter it. It reveals to him the eventual path chosen by all sourcerors, and wishes him the best as he steps into a pocket dimension of his own creation.

### *Creosote and the Patrician resume their lives*

Creosote finds the daughter of the innkeeper at the Mended Drum eager to tell him all the stories she knows, and believes he has found his paradise. Meanwhile, the Patrician is back to his human form, only missing his memories for the past few weeks. He struggles to control his instinctive urge to swipe at some moths with his tongue. The Librarian mounts the tattered remains of Rincewind's hat in the Library, hoping he will come back for it some day.

## *Book 4: (Faust) Eric*

### *Chapter 1*

#### *Death senses someone in an alternate dimension running past his cottage*

In his realm, Death is disturbed from his beekeeping routine, by a strong gust of air blowing through his cottage, and the faint sounds of someone running away from trouble. Meanwhile, the Librarian is startled in his makeshift hammock withing the ice chamber of the Library, as a disembodied voice runs past him, to disappear into the walls.

#### *The disembodied voice runs through many places in Ankh-Morpork*

As the sun sets on a blistering summer day in Ankh-Morpork, more citizens hear the disembodied voice run past them, and notice the magical after-effects left in its wake. The new Archchancellor of Unseen University meets with his inner council at night, and decides not to take the haunting seriously. The council members decide to let him rest for the night, and prepare to summon Death for answers.

#### *Death tells the inner council of wizards that the ghostly voice is Rincewind*

The inner council of the University summon Death, who tells them that Rincewind is trying to escape the Dungeon Dimensions, and is the cause of the voices they hear. The council members, anxious that he might refute their alibis during the reign of the sourceror Coin, try to brush off the escape as near impossible.

### *Rincewind is summoned into the Discworld by a ritual*

Rincewind escapes the Dungeon Dimensions, as someone summons him to the Discworld using the ritual used to conjure and bind demons to one's will. He tries to argue that he is human, and cannot be banished back to the Dungeon Dimensions, but the summoner is adamant about the three wishes he is now contractually obligated to receive.

### *Rincewind realizes that Eric Thursley is a child pretending to be a wizened old man*

Rincewind learns that he is in Pseudopolis, and that Eric Thursley has summoned him by accident, while looking for a demon that grants wishes. Rincewind recognizes the demonologist as a little boy wearing an old man's disguise, just as his mother calls out from downstairs for dinner. After Eric Thursley goes downstairs, leaving Rincewind confined to his room, the stuffed parrot speaks up, revealing that Eric Thursley's grandfather had been a prodigious demonologist long ago.

### *Rincewind learns about the rules of demonology*

The Parrot reminds Rincewind that the rules binding demons would apply to him since he emerged onto the Discworld using a demonic portal. Rincewind gets electrocuted by magic when he tries to escape through a window, and settles down to wait for Eric Thursley's return. Meanwhile, in the city of Pandemonium, at the center of the Demon realm, Demon King Astfgl receives the news that someone else went through Eric Thursley's portal, causing it to close automatically.

### *Astfgl determines the identity of the interloper*

Astfgl learns that Eric Thursley, a self-centered savant he had long hoped to seduce into the demon world, using Vassenego as his messenger, had successfully summoned someone else using his ritual. In his private chamber, Astfgl uses his CCTV mirror to watch the events in Eric Thursley's room, and learns that the interloper's name is Rincewind. He bemoans the lack of a formal census in the Demon world, so that he might cross-verify Rincewind's identity.

### *Rincewind is reunited with the Luggage in Eric Thursley's room*

When the Luggage materializes in Eric Thursley's room, the boy loses interest in setting Rincewind free, and goes back to his earlier demands of world domination. Rincewind is shocked to find that he can summon a miniature model of the Disc with a snap of his fingers, and is annoyed to see Eric Thursley demand tribute from the kingdoms of the Disc.

### *Rincewind teleports Eric Thursley and the party to Klatch*

Rincewind next teleports himself and Eric Thursley into the dense jungles of Klatch, where they trek for a while, until they find some buildings of the Tezuman kingdom. Rincewind is surprised when the Tezuman warriors bow down to Eric Thursley, as the Parrot expresses its satisfaction at his demonic capabilities.

### *Eric Thursley is celebrated by the Tezumen with a grand festival in his name*

The Tezumen procession brings [Eric Thursley](#) and [Rincewind](#) to one of the stone pyramids, with the common-folk throwing coins and flowers at them, as if to celebrate a hero. [Rincewind](#) spots the treasure chests lined up at the entrance to the pyramid, where Tezuman royalty await their arrival. He starts to believe that he is indeed capable of granting [Eric Thursley's](#) wishes, after all the time spent in the Dungeon Dimensions.

## *Chapter 2*

### *Rincewind runs into a prisoner condemned to death as a human sacrifice*

[Rincewind](#) wanders away from the festivities, and finds a hollow pyramid, holding a large statue of [Quezovercoatl](#), the patron God of the Tezuman kingdom. A voice from underground begs him to be set free, and tells him that it is scheduled to be flayed alive as a sacrifice to [Quezovercoatl](#). The [Parrot](#), riding [Rincewind's](#) shoulder, agrees with the idea to rescue the prisoner, even as [Rincewind](#) is not sure about escaping the city with him.

### *Astfgl makes Quezovercoatl repent for his mistakes*

[Astfgl](#) asks [Quezovercoatl](#) to be brought to him, and berates him for infesting the minds of the Tezumen priests with a religion based on human sacrifice. He bemoans the belligerence seeping into Tezuman culture, making them enter pointless feuds with every neighbouring kingdom in the jungles of Klatch. He asks [Quezovercoatl](#) to manifest physically in the Tezuman capital, and tell them to pivot their civilization to a path of progress.

### *Rincewind reads the hieroglyphs predicting his death in the pyramid*

The prisoner in the pyramid introduces himself as [Ponce da Quirm](#), and asks [Rincewind](#) to study the hieroglyphs lining its inner walls. [Rincewind](#) spots the likenesses of [Eric Thursley](#) and himself, both being subjected to ritualized torture, and decides to run from the city. He emerges from the pyramid's back door, and is surrounded by Tezuman soldiers pointing crude spears at him.

### *Quezovercoatl is accidentally killed by the Luggage*

[Rincewind](#), [Ponce da Quirm](#) and [Eric Thursley](#) are all bound at the top of the flattened pyramid, ready to be offered to [Quezovercoatl](#) as sacrifice. The [Luggage](#) bulldozes its way through the jungle, heading for [Rincewind](#), just as [Quezovercoatl](#) chooses to manifest at the ritual site. Being a six inch tall imp, [Quezovercoatl](#) gets bulldozed by the [Luggage](#) as it runs over him, leading to the Tezumen placing it at the center of their faith, and freeing the prisoners condemned to death.

### *Rincewind and his companions leave the Tezuman kingdom*

Rincewind gifts the Parrot to Ponce da Quirm, calling it a valuable asset in his search for the Fontain of Youth, as they exit the Tezuman city and make it to the cover of the jungle. Meanwhile, the priestly class of Tezuma decide to replace Quezovercoatl with a new God, instead of letting the absurdity of their religious rituals become common knowledge.

### *Rincewind teleports himself and Eric Thursley into a huge wooden horse*

Astfgl is relieved by Quezovercoatl being condemned to several centuries of hell before his next rebirth, and gets to work on his CCTV mirror, examining recent events. When Rincewind snaps his fingers to grant Eric Thursley's second wish, to get the most beautiful woman in the world, they are transported into a huge wooden horse, and captured the moment they use a rope ladder to descend to the ground.

### *Eric Thursley and Rincewind are trapped in Tsort during the war for Elenor*

Eric Thursley realizes that he has been transported to Tsort thousands of years ago, during the war to retrieve Elenor, famed to be the most beautiful woman in the realm. The guard captain leaves them imprisoned in a room, and leaves with his men to investigate a disturbance at the city gates. The Luggage smashes the city gates, and eats a squad of soldiers sent out to open it, as Rincewind convinces the soldier guarding them to join his comrades in their valiant defense of the city.

### *Rincewind initiates the battle for Elenor*

Rincewind and Eric Thursley, running through the streets of the city, find an abandoned gate. Rincewind unlocks it, hoping to find a way out, and accidentally lets in the sieging army instead. He is exasperated by Eric Thursley's single-mindedness in meeting Elenor, completely oblivious to the bloody battle that is imminent.

## **Chapter 3**

### *Rincewind watches the fight happen in parallel to civilian life in the city*

As the battle between the Ephebians and Tsortians rages on in the streets, civilian life continues unperturbed. In a bar, Rincewind learns that a civilian is being hunted for the crime of letting the invaders in through the city gates, and is relieved when there is no description out for the fugitive. A Tsortian soldier finds him in the bar, and takes him into custody.

### *Rincewind and Eric Thursley meet the Ephebian general*

At the Ephebian command post, one of the generals casually feeds the Luggage some bread, as Rincewind and Eric Thursley are escorted in. The other nobles choose to ignore them, as the general asks Rincewind

where he is from. [Rincewind](#) is surprised to see no surprise on the general's face when he reveals that he is from the future, and that the [Luggage](#) is bound to him by magic.

### *[Rincewind](#), [Eric Thursley](#) and the [Luggage](#) follow [Lavaeolus](#) through tunnel*

[Lavaeolus](#), the captain who was the brain behind the wooden horse, invites [Rincewind](#) and [Eric Thursley](#) to an expedition into the Tsortian citadel, by way of a secret underground tunnel their spies had discovered. The squad accompanying them praise [Lavaeolus](#) for eschewing the pomp and show attached to traditional military strategy, in favour of getting results by any means necessary.

### *[Eric Thursley](#) sees how different [Elenor](#) is from the historical descriptions*

Inside the citadel, [Lavaeolus](#) emerges into a secret chamber, where [Elenor](#) is cowering in fear, with several children clinging to her. [Eric Thursley](#) recalls the legends of [Lavaeolus](#), hailed as a hero in the Classics, and asks [Rincewind](#) if they should warn him of the misfortunes waiting for him in the future. He is then dismayed to see [Elenor](#) not match the descriptions from the history books, as the Ephebian sergeant explains literary metaphor.

### *[Elenor](#) wishes to stay back in Tsort with the King*

[Elenor](#) tells [Lavaeolus](#) that she has grown to like the Tsortian King, and that she does not care to leave her life behind to return to Ephebe. [Lavaeolus](#) laments the years he has wasted sieging Tsort, and wonders if his soldiers will burn the city down, when they hear the news of their campaign being futile.

### *[Lavaeolus](#) bids farewell to [Rincewind](#)*

The [Luggage](#) rescues the civilians stuck inside the palace, as the city is burned down, with the two armies declaring a truce. [Lavaeolus](#) asks [Rincewind](#) if he will make it home in one piece, and [Rincewind](#) decides not to tell him about the tribulations he is to face along the way. After [Lavaeolus](#) sets sail on his ship, [Eric Thursley](#) speculates that he is [Rincewind](#)'s distant ancestor.

### *[Rincewind](#) ends up in outer space with [Eric Thursley](#)*

Meanwhile, [Astfgl](#), from his realm outside space and time, notices that [Eric Thursley](#) is becoming more personable, and thinks about some means of breaking the boy's heart. [Rincewind](#) snaps his fingers again, teleporting himself and [Eric Thursley](#) to the vacuum of space. [Astfgl](#) loses track of the two of them, and guesses they have to be in one of two possible places he cannot observe in his CCTV mirror.

### *[Astfgl](#) talks to Death at the end of the Universe*

A mysterious man accosts [Rincewind](#), offering him some food, as [Eric Thursley](#) notices the absence of stars, and of any physical sensation in his body. The man tells them that they are in the time before creation, even before light is summoned into existence. Meanwhile, [Astfgl](#) runs into [Death](#) at the end of the Universe, and learns that [Rincewind](#) is a mere human, accidentally trapped in the Dungeon Dimensions.

### *Rincewind sees the Creator bring the Discworld into existence*

Death is pleased to see the cycle of the Universe start again, when a paperclip and a button pop into existence from nothingness. At the start of the universe, Rincewind learns that the little man is a Creator, tasked with the job of designing and creating universes. The man asks them to remain silent, as the universe starts to take shape from raw matter and energy.

### *Rincewind and Eric Thursley are left at the beginning of the Discworld*

The Discworld's gravity starts to pull Rincewind and Eric Thursley, with the creator struggling to think of a way to save them. Eventually, he tinkers with their positions and velocities to leave them on a beach, before vanishing. Rincewind realizes that Eric Thursley's third wish of living forever has been interpreted to mean a life that stretches the entire timespan of the Discworld. He is alarmed by the prospect of hanging around in the Disc for millennia before life evolves, and sentience finally emerges.

### *Rincewind and Eric Thursley accidentally end up at the gates of Hell*

Rincewind thinks about getting Eric Thursley to draw a magic circle to take them back to the present, and tosses his half-eaten sandwich on the beach. Astfgl materializes some time later to find his quarry gone, and notices the bacteria in the sandwich kickstarting life on the Disc. Eric Thursley's portal takes the two of them to the gates of Hell, where an abomination welcomes them by reciting a customer-service script.

### *Rincewind hoodwinks Urglefloggah*

The demon, who has a badge identifying him as Urglefloggah, the guardian of the Gates of Hell, bemoans the changes instituted by his new master, including a change in decor, and the dispassionate tone adopted in welcoming new entrants. Rincewind commiserates with the demon at the gate, who despises the changes being pushed on the workers, and manages to march into Hell, before Urglefloggah can fully process the fact that the two newcomers are not dead.

### *Rincewind and Eric Thursley explore the revamped depths of Hell*

Inside Hell, Rincewind finds the demons subjecting souls to eternal boredom, designed to numb their minds in a way that physical torture never could. Rincewind thinks back to his own life, and of how he valued boredom, simply because it meant he was out of trouble. They hear Astfgl roaring in anger, and decide to run, until they bump into Ponce da Quirm and the Parrot.

### *Astfgl gets his underlings to search for Rincewind and Eric Thursley*

Astfgl asks his vassals to hunt down the intruders, alarmed at the prospect of live humans making it to Hell. Vassenego reminds him that it is demonic culture to foment rebellion and mutiny against any authority figures, as he reluctantly complies with the orders. Urglefloggah is condemned to disassembly in the lowers circle of Hell for his crime of letting Rincewind in.

### *Rincewind reunites with Ponce da Quirm and the Parrot*

Rincewind learns that Ponce da Quirm died from drinking the water at the fountain of youth, since he did not boil it first to make it safe. He is pleased to see the Parrot also condemned to Hell, as he leads the party away from the demons trying to hunt them down. Meanwhile, the gates of Hell open up to allow the Luggage to pass through, seeing the certainty with which they were about to be torn down if it was forced to charge in.

### *Rincewind learns from Lavaeolus that a staircase leads out of Hell*

Rincewind then finds Lavaeolus, who points out a staircase leading out of Hell at the opposite end of the circle of Hades. The Luggage gets on the infinite treadmill that Rincewind and his party are on, and runs so fast that it breaks off its handles, and starts to roll through Hades like a bulldozer, crushing any demons caught in its path.

### *Vassenego plans to undo the changes wrought by Astfgl*

Vassenego convinces the other senior demons to buy into his plan to usurp Astfgl's throne, as he thinks back to how useful Rincewind has been as a distraction. He laughs at Rincewind's naivete in believing that he had granted Eric Thursley's three wishes using some magic of his own, and is satisfied with his own plan to use Rincewind as an unwilling puppet.

### *Astfgl accepts a promotion to an emeritus position with no impact on Hell*

When Astfgl captures Rincewind and Eric Thursley, he finds the great hall decorated in his honour, with Vassenego waiting to inform him of his promotion. He is overjoyed at the idea of spending the next few eons drawing up elaborate plans for the demon world, and does not realize that he is being trapped in a never-ending treadmill designed to keep him busy forever. As the demons celebrate the return to the old ways of Hell, Rincewind decides to make a run for it.

### *Rincewind and Eric Thursley emerge into the Discworld from Hell*

Vassenego decides to let Rincewind and Eric Thursley escape, in exchange for their help in ousting Astfgl. Meanwhile, the demons of hell are happy to get back to the old ways of torture and eternal pain, leaving Astfgl stuck in his chamber of eternal paperwork, delighted to start the greatest task of organization in the universe.



## *Book 5: Interesting Times*

### *Chapter 1*

#### *Fate starts a new board game on Lady Luck's request*

At the game board in Dunmanifestin, Lady Luck challenges Fate to a game of Kingdoms, to be played using the five factions vying for control of the Counterweight Continent. Fate accepts her request, while forbidding the use of dice to play the turns.

#### *Havelock Vetinari shows Mustrum Ridcully the messenger albatross from the Agatean Empire*

Havelock Vetinari, now Patrician of Ankh-Morpork, thinks about the uneasy truce between the bureaucracy, and the wizards of Unseen University, now headed by Archchancellor Mustrum Ridcully. On one of his social visits, Mustrum Ridcully is amused to see the Patrician lead him through his garden, and into the oversized coop for his messenger pigeons. He is alarmed to see a messenger albatross from the Agatean Empire, as Havelock Vetinari reminds him of the need for secrecy.

#### *Havelock Vetinari asks Mustrum Ridcully to find a great wizard for the Agatean empire*

The Patrician decodes the Agatean pictograms in the message, asking for the Great Wizard to be sent there as soon as possible. He asks Mustrum Ridcully to find a scapegoat on whom they can pin this responsibility, and he immediately starts to think about his rival, the Dean of the University. Meanwhile, a shark converging on Rincewind as he lounges on seawater, is alarmed by the Luggage appearing behind it.

#### *Mustrum Ridcully talks to his inner council*

Mustrum Ridcully summons the inner council and tells them about the Agatean empire's request, only to see the Librarian run out of the room as if to warn someone. He turns to the Dean, trying to appeal to his ego and declaring him the greatest wizard in the room. Ponder Stibbons, a budding mathematician and inventor, tries to reassure everyone that his computing machine can perform the calculations needed to teleport to the other side of the Disc, just as the Librarian runs in with Rincewind's old pointy hat.

#### *Rincewind is forcibly teleported by Ponder Stibbons to the Unseen University*

The inner council bickers about Rincewind, and their whereabouts during the reign of the Sourceror, as Mustrum Ridcully loses his temper, and calls them to order. Ponder Stibbons rudely interrupts Rincewind's encounter with some Amazonian tribeswomen on a deserted island, and drags him back to the inner council's chamber using the calculations supplied by his computer, named Hex.

### *Rincewind indulges in some greasy junk food outside the University*

Rincewind runs into the market outside the University, and gorges on some junk food, having developed a craving for it in his time on the deserted island. He is slapped by an old man, but seems to be lost in the deliciousness of the snacks, much to the amusement of Mustrum Ridcully and his inner council. Rincewind comes to his senses as the Librarian hands him his old hat.

### *Lord Hong speaks to his spy Two Fire Herb about the summons for Rincewind*

Lord Hong, newly ascended to the Lordship of one of the ruling families of the Counterweight Continent, thinks about the recent assassination of his father, as he receives the news of his albatross successfully flying away to the Circle Sea. The spy named Two Fire Herb tells Lord Hong that the Great Wizard is famously incompetent, and will lead to the fizzling out of the Red Revolution slowly taking root among the proletariat.

### *Rincewind realizes he is being coerced into undertaking a dangerous mission*

Once he is awake, Rincewind is threatened by Mustrum Ridcully with prosecution for impersonating a wizard, and subtly corners him into taking on the quest outlined by Havelock Vetinari. Meanwhile, Ponder Stibbons thinks about the self-assembling pieces of his computer Hex, as he receives a spell in response to his latest enquiry. He thanks it, before going back to Mustrum Ridcully thinking about the absurdity of emergent intelligence.

### *Rincewind prepares for his mission to the Agatean Empire*

Rincewind sees his shabby room preserved in its entirety, as he puts on his old robe, and sends off the Luggage to stock up on potatoes from the underground kitchen. Mustrum Ridcully finds him midway through his preparations, and commends him on his eagerness to perform the act of great service to wizardkind. Rincewind looks forward to the dullness and boredom supposedly available in plenty inside the Agatean Empire.

## **Chapter 2**

### *Ponder Stibbons gets the council to agree to his plan*

As the Red Army holds another secret meeting, with the mole Two Fire Herb in attendance, they learn that the Great Wizard is coming to the Agatean Empire to help their movement. Meanwhile, Ponder Stibbons successfully persuades the inner council and Rincewind to undertake the journey to the Agatean Empire using the teleportation spell computed by Hex.

### *Ponder Stibbons sends Rincewind on his way using Hex and its computations*

Ponder Stibbons starts to explain the issues with traditional traveling spells, as Rincewind listens with growing horror. The other members of the council grow impatient with his mathematical lecture, and ask him to get on with the spell-casting. Rincewind travels through the Discworld as he is exchanged for an Agatean cannon, shaped to resemble a dog's mouth.

### *Rincewind arrives in the Agatean Empire*

Ponder Stibbons extinguishes the cannon's burning fuse, as Mustrum Ridcully investigates the large ball lodged inside its barrel, oblivious to the danger of a cannonball exploding in his face. He knocks over some prison guards in the Agatean Empire, as he arrives in a snow-covered hillside holding a long chain of manacled prisoners.

### *Rincewind reunites with Cohen*

Rincewind recognizes Cohen among the prisoners, by his diamond dentures, and is relieved to know that the prison guards will be dispatched by the legendary hero. Cohen then frees the other prisoners chained to him, and asks them to run to safety. Cohen realizes that the slaves he just freed had never experienced freedom in their lives, and were looking to him for orders. He commands them to follow on foot, as he finds horses for himself and Rincewind.

### *Lord Hong learns of the arrival of the Great Wizard*

Rincewind learns of the siege underway in the capital city of HungHung, with the death of the Emperor, and the resultant politicking between the five ruling families. Meanwhile, Lord Hong receives news from a messenger that Rincewind has arrived, and seemingly magicked away one of the prototype cannons. He casually beheads the girl sent to serve him his tea, and searches her robes for the poison meant to kill him.

### *Cohen talks about the dictatorial ruling class of the Agatean Empire*

Cohen explains to Rincewind that the Agatean Empire runs on a tyrannical ruling class treating the common-folk like slaves, depriving them of even the most basic human rights. He believes that the isolationism and traditionalism in the Empire have convinced the people that the governance they are experiencing is normal, and an improvement over the other kingdoms of the Disc.

### *Cohen reaches his hideout in the mountains*

Cohen tries to dismiss the freed slaves following him, and is exasperated by their desperate need for orders from an authority figure. He threatens them with death unless they go back to their village, and is glad to see them shamle away. Cohen then leads Rincewind to his mountain hideout, while talking about something worse than whips used to break the spirits of the peasants.

### *Lord Hong meets with the other lords to talk about the Red Army*

Lord Hong envies the simplicity of the writing system in Ankh-Morpork, as the eunuch recording his meeting with the lords of the other ruling families struggles with his calligraphic decorations. He tells the gathered lords a Great Wizard has arrived from Ankh-Morpork to assist the Red Army in their plot to assassinate the Emperor. The other lords are shocked by the news, and quickly recite their own efforts to quell the revolution growing in their lands.

### *Lord Hong reassures the other lords about the quelling of the Red Revolution*

Lord Tang claims not to have any knowledge of the foreigner's arrival, as Lord Hong speculates about the possibility that someone in a position of power is assisting the Red Army. Lord Hong dismisses the nobles, and retires to his private chamber, where he dreams of conquering Ankh-Morpork, to taste its riches, and experience the efficiency of free-market enterprise.

### *Cohen and the Silver Horde terrify Rincewind*

Cohen introduces Rincewind to the Silver Horde, his handpicked squad of old barbarian heroes, all over the age of eighty, as Rincewind muses on the prospect of facing entire armies in Hunghung. Cohen explains that the Red Revolution will give them the cover they need to sneak into the capital city and steal something of great value, as he dismisses Rincewind's concerns about the Horde's age.

### *Rincewind talks to Ronald Saveloy about the situation in Hunghung*

Rincewind walks up to a slim old man busy reading a book, who introduces himself as Ronald Saveloy, a geography teacher who decided to take up the barbarian lifestyle after retirement. He talks about the ongoing cold-war in Hunghung, and is nonplussed by Rincewind's insistence on riding away to the coastline, to find a ship back to the Circle Sea.

### *Rincewind is appalled by the state of the Agatean peasants*

Rincewind rides through a farming village, and is shocked to see the peasants toil away at their fields, trying not to notice the strange man on horseback. He uses his broken Agatean to ask one of the farmers for some food, and is shocked to see them run away in terror when he offers his horse as payment.

### *Rincewind reads Twoflower's book about Ankh-Morpork*

Rincewind reads the book lent to him by Ronald Saveloy, talking about an Agatean traveler experiencing the city of Ankh-Morpork (Twoflower?), and is intrigued by mentions of a Great Wizard in the scibblings. He fails to hear someone sneaking up on the peasant track behind him, and gets knocked out. Meanwhile, the Luggage materializes in the mountains of the Agatean empire, and starts to make sense of Rincewind's position.

### *Rincewind is sent to the Emperor's palace as a slave*

Rincewind is accosted by a minor noble in a palanquin, as his guards hold take him into custody for stealing a horse. The noble issues a formal punishment of slavery in the royal palace, and simultaneously

talks to him in Morporkian, about a false story concocted to justify his presence in the Agatean Empire without any identifying papers. [Rincewind](#) fails to recognize the nobleman as a leader of the Red Army, intent on sneaking the prophesized leader in the Emperor's palace.

#### ***Rincewind reaches a tavern in the Agatean countryside***

[Rincewind](#) runs away from the guards, and hides in a nearby village, pretending to be the officer administering an examination for the position of sewage hauler. Eventually, [Rincewind](#) hears the guards wander off, and walks to an Inn some distance away from the village. The landlord loudly proclaims his refusal to serve any Red Army rebels, while giving him free bowl of soup upon seeing the revolutionary book hidden in his robes.

#### ***Rincewind recognizes Twoflower as the author of the revolutionary book***

[Rincewind](#) peruses [Twoflower](#)'s book of travels, and realizes that his descriptions of a free country across the seas, has accidentally sparked a revolution within the Agatean peasants, who were used to centuries of regimented chattel slavery. The landlord knocks [Rincewind](#) out, presumably to take him to the Red Army hideout, as an impromptu drama troupe puts on a play in the tavern.

#### ***Rincewind is kidnapped by the theatre actors***

[Cohen](#) almost entertains doubts about his Plan to storm the capital, as he asks [Ronald Saveloy](#) about the secret route through the mountains. Meanwhile, [Rincewind](#) realizes he is being kidnapped with a sack over his head, as a young girl talks to him from the front of the carriage. She is skeptical about his claims of being the Great Wizard mentioned in [Twoflower](#)'s book, even as he tries desperately to defend his supposed feats of magic.

#### ***Pretty Butterfly warns Rincewind about his value as a symbol of hope for the Red Army***

The woman holding [Rincewind](#) hostage reveals herself as [Pretty Butterfly](#), part of a traveling troupe of artists, and instigators of the Red Revolution. She tells [Rincewind](#) that he his life was in great danger if he turned out to be a phony wizard, and weakened the revolution by showing his true nature.

#### ***Ronald Saveloy thinks about breaching the Forbidden City within Hunghung***

[Ronald Saveloy](#) studies the geography surrounding the city of Hunghung, speculating that the Forbidden City must have a secret water supply tunnel, which could be their means of breaking and entering. [Cohen](#) fails utterly to grasp the intricacies of the plan, nodding along as if he has a rough idea of [Ronald Saveloy](#)'s direction of inquiry.

## Chapter 3

### *Pretty Butterfly warns Rincewind to act the part of the Great Wizard*

Pretty Butterfly supervises Rincewind being deposited in an abandoned barn outside Hunghung, as two other members of the Red Army greet him, identifying themselves as Lotus Blossom and Three Yoked Oxen. Pretty Butterfly talks about the legend of a Great Wizard who had led another revolution thousands of years ago, and warns him that he has inadvertently been trapped in the same role.

### *Rincewind gets cornered by some city guards in Hunghung*

Rincewind manages to run away from the Red Army hideout, and emerges onto a bustling street market in Hunghung. He elbows his way through the crowds, until he finds an empty square. Guards step out of the trees around it, surrounding him, and ask him to bow down for the crime of trespassing on Imperial land. He realizes that they are ill-equipped to chase him, since they expect absolute obedience from any peasant.

### *Cohen allows himself to get captured by the city guards*

With the help of Ronald Saveloy's rigorous training, Cohen and the Silver Horde manage to submit to the city guardsmen examining their papers at the gates of Hunghung. They are dragged off to the jailhouse nearby, where Cohen slits the guard captain's throat. The other soldiers, confused about the chain of command, bow down expecting new orders from Cohen, as Ronald Saveloy reminds him about the need to treat unarmed prisoners humanely.

### *Rincewind talks to Dibhala about trade opportunities in Ankh-Morpork*

Rincewind runs into street food vendor who reminds him of another in the square outside the Unseen University. The vendor, named Dibhala, starts to explain paper money, making Rincewind recognize the counterfeiting opportunities to be had in exchanging them for the gold coins that were the base currency. He sees a Red Army youth being dragged through the streets for the crime of putting up posters, and learns that the likely punishment is getting his limbs chopped off.

### *Ronald Saveloy tries to get the Silver Horde to play by the rules of civilization*

Ronald Saveloy is dismayed to see Cohen almost complete a transaction with a fruit merchant in the markets of Hunghung, before he loses patience and knocks him out. Ronald Saveloy tries to get Caleb the Ripper to purchase a duck from a woman in the market, and is pleased to see him resisting his barbarian instincts when talking to her.

### *Pretty Butterfly forces Rincewind to rescue Three Yoked Oxen*

Two Fire Herb and Lotus Blossom talk about Rincewind being the Great Wizard, and of the stories written by Twoflower in his book detailing his magical prowess. Two Fire Herb remains skeptical of the claims

in the book, until [Pretty Butterfly](#) corners [Rincewind](#) into mounting an expedition into the dungeons beneath the Forbidden City, in the hopes of rescuing [Three Yoked Oxen](#).

### *[Rincewind is coerced into mounting a rescue operation for Three Yoked Oxen](#)*

[Rincewind](#) is alarmed to find children surrounding him in the musty cellar, describing themselves as the Hunghung cadre of the Red Army. He resolves to play along with [Pretty Butterfly](#)'s plan, and make a run for it at the first opportunity that presented itself. Meanwhile, the [Luggage](#) breaks into an enclosure for other sentient pearwood trunks, and beats up some other chests seeking to bully one of their own.

### *[Ronald Saveloy thinks about his plan to penetrate the Forbidden City](#)*

[Ronald Saveloy](#) works out the finer details of the plan to use fireworks purchased from the market, as the Silver Horde enjoy their first taste of civilization. Meanwhile, [Pretty Butterfly](#) pulls [Rincewind](#) to the side, and tells him that she immediately recognized him as an unskilled, but extremely lucky wizard, from her readings of [Twoflower](#)'s book.

### *[Two Little Wang hears the barbarians in the water pipes underneath the Forbidden City](#)*

[Two Little Wang](#), newly appointed assistant to the [Emperor](#), bemoans the descent of the Agatean Empire, into a land of inequality, decadence, authoritarianism, and martial law. He hears some sounds coming from under the grounds of the palace, when out for a stroll, and follows them across the garden.

### *[Ronald Saveloy uses his knowledge of the water supply system to infiltrate the Forbidden City](#)*

[Ronald Saveloy](#) tries to explain to the Silver Horde that the fireworks are rigged to blow a hole in the Forbidden City's outer wall, as a distraction meant to enable their infiltration. Meanwhile, [Rincewind](#) is egged on by [Two Fire Herb](#) at the walls of the Forbidden city, prompting him to think that [Two Fire Herb](#) is a double agent sent by the Empire to ensure the failure of the Red Revolution.

### *[Rincewind pretends to be responsible for Ronald Saveloy's explosion](#)*

[Rincewind](#) is surprised to see [Ronald Saveloy](#)'s fireworks punch a hole in the wall of the Forbidden City, flattening all the Red Army members gathered around him to witness his magic. A while later, some city guards capture [Rincewind](#), and send him to the [Emperor](#)'s jail, as the Red Army cadre start to recover from the shockwave of the blast.

### *[Ronald Saveloy gets the Silver Horde to don their eunuch disguises](#)*

Once inside the water supply room of the Forbidden city, [Ronald Saveloy](#) asks the barbarians to put on the eunuch costumes they had purchased earlier. [Old Vincent](#) worries about the songs that will be sung about their cowardly approach to the mission, until [Cohen](#) reminds him of the fact that minstrels can be bribed.

### *Lord Hong deals with the latest threat to his life*

Lord Hong kills an elite assassin sent to kill him, while distracted by the imperfections in his latest sword, fresh from the forge. He sends new orders via messenger to a guard captain in the city, while distracted by the sloppiness of the latest attempt at his life. Meanwhile, Rincewind is brought to the Emperor's court, where he is alarmed to see a frail old man, confined to an ornate bed.

### *Rincewind faces the Agatean Emperor in his throne room*

Lord Hong arrives at the throne room, in time for the Emperor to declare his liking for Rincewind, and his intention to keep the foreigner around as a funny pet. The Emperor dismisses his courtiers, and retires for the night, after ordering Rincewind to be confined to the special dungeon. Rincewind is alarmed by the sly wink Lord Hong gives him, as the Emperor sentences a courtier to death for some perceived insult.

### *Ronald Saveloy and the barbarians hide in plain sight*

Lord Hong, now the Grand Vizier of the Agatean Empire, thinks about his efforts to make the Red Army appear stronger than it was, including the gift of the Great Wizard. He eagerly anticipates the Red Army's eventual slaughter, and the counter-revolution that he would ignite in the aftermath. Meanwhile, Ronald Saveloy leads the Silver Horde through the corridors of the Forbidden City, in the guise of eunuchs carrying paperwork to some office.

### *Rincewind is reunited with Twoflower in the Forbidden City's prison*

Inside his prison cell, Rincewind is alarmed to hear Twoflower's muffled voice from the cell next to his. He manages to push a brick free and learns that Twoflower is likely stuck in jail because of errors in paperwork. Twoflower innocently states that he only meant his book as a form of light entertainment, and not a document that might foment a revolution.

### *Ronald Saveloy finds a tax-collector inside the Forbidden City's offices*

Ronald Saveloy and the horde walk into an important-looking office within the Forbidden City, to find a tax-collector inside, lost in his paperwork. The official, who identifies himself as Six Beneficient Winds, quickly realizes that the old men are not eunuchs, and quite happy to kill him should he call for the guards. Ronald Saveloy forces Six Beneficient Winds to show them around the Forbidden City complex, as the barbarians resist the urge to cut his head off.

## **Chapter 4**



### *Twoflower and Rincewind spend time in the prison*

Twoflower spends the night remembering his time in Ankh-Morpork, as Rincewind tries desperately to make a dent in the stone blocks making up the jail cell. In the morning, they hear a scream in the distance, which Twoflower believes is the sign that the Emperor has woken up. Someone stabs the guard outside Rincewind's cage, and uses his keyring to unlock the cell. Rincewind uses the opportunity to free the other prisoners.

### *Rincewind frees the Red Army in the Forbidden City's prison*

Rincewind is shocked to discover that Pretty Butterfly and Lotus Blossom are Twoflower's daughters. He frees the rest of the Red Army children, and comments on the curious absence of Two Fire Herb. He sees Pretty Butterfly coming to the same realization as him, that Two Fire Herb is probably a double agent, sent to monitor the Revolution and ensure its failure.

### *Six Beneficent Winds is amazed to see the invaders take on the ninjas of the Agatean Empire*

Six Beneficent Winds takes advantage of the barbarians being lost, to lead them to the ninja training grounds. A group of ninjas surround them, with Six Beneficent Winds asking the invaders to surrender, or face the finest warriors in the kingdom. He watches the barbarians casually face down the ninjas, as Ronald Saveloy explains the lifetime of experience they have staying alive while being outnumbered.

### *Six Beneficent Winds wishes to join Cohen's troop*

Truckle the Uncivil holds a sword at Ronald Saveloy's throat when the teacher reveals the true meaning of their disguises. Cohen gets him to back down, by reminding his fellow barbarian that the mission merely required them to pretend to be harmless old eunuchs to hide in plain sight. Ronald Saveloy is happy to see Six Beneficent Winds mulling over the idea of joining their group as an accountant, and is shocked to see the stagnation of technology in the Empire.

### *Rincewind explains the futility of a violent rebellion*

Rincewind tries to persuade the Red Army that the night's events were very suspicious, as they find all the prison guards dead, with a map leading to the Emperor's chamber conveniently lying beside one of the soldiers. He asks the children to go back to the safety of the prison, intending to run away from the Forbidden City, but is cornered by Pretty Butterfly into investigating the palace.

### *Six Beneficent Winds understands Cohen's plan*

Six Beneficent Winds tries to explain the idea of taxation to the Horde, who fail to see the point of taking only a fraction of the money from a merchant, and letting him live afterward. Ronald Saveloy keeps saying no to all of his guesses regarding the treasure they were planning to steal, until Six Beneficent Winds works out their intention to kidnap the Emperor.

### *Pretty Butterfly and Rincewind reach the Emperor's chamber*

Pretty Butterfly refuses to heed Rincewind's warnings about the Red Army being set up for the Emperor's murder, and guides him deeper into the residential area of the Forbidden City. They eventually come to the Emperor's chamber, to find him lying very still in his ornate bed. The guards turn on Rincewind, framing him for the death of the Emperor, causing him to flee the chamber.

### *Six Beneficient Winds watches Cohen take over the Agatean throne*

Pretty Butterfly considers the idea that Two Fire Herb is a double agent meant to guide the Revolution, and to provide his master the excuse for a counter-revolutionary tightening of laws. Six Beneficient Winds watches Cohen walk up to the empty throne and sit on it, realizing that the current Emperor led a reclusive life, with only a handful of people even knowing what he looked like. Ronald Saveloy promises to elevate him to the highest position in the civil service, and asks him to gather all those who know the Emperor's face for disposal.

### *Two Fire Herb's plan to use the Red Army as a scapegoat fails*

Rincewind stumbles into the sumo wrestler quarters, and convinces them into ganging up on the palace guards. Meanwhile, Lord Hong receives news of the Red Army not showing themselves at the Emperor's chamber, to act as scapegoats for his murder. He orders Two Fire Herb to be imprisoned, pending execution. Meanwhile, Cohen witnesses the handful of courtiers assembled in front of him, asking them if they had any problems accepting him as their new ruler.

### *Cohen kills the old Emperor's chamberlain for rejecting his claim to the throne*

Rincewind runs into the laundry hall, and realizes that a sudden change of disguise might throw off the guards chasing him, and allow him to blend into the bureaucrats milling about in the Forbidden City. The head chamberlain raises his voice against Cohen and is swiftly killed, as the rest of the Silver Horde deal with the Emperor's elite guards. The other courtiers pledge their allegiance to Cohen, in the hopes of maintaining their decadent lifestyle under the new regime.

### *Rincewind outsmarts the guards chasing him*

Rincewind pretends to be a servant in the laundry hall, and touches his wizard hat daintily, to make a show of falling down, bent over in great pain. The guards pursuing him take the hint, and run away from the cursed hat, only for Rincewind to get whipped by the chief laundryman, in response for shirking his duties for the day.

### *Lord Hong poisons the food meant for Cohen*

Lord Hong walks in on the courtiers trying to get the kitchen staff to prepare food for their new Emperor, and decides to poison the meat right in front of them. The courtiers make no attempt to stop this subterfuge, believing that their lives would remain the same regardless of who sits on the throne. Rincewind, in the disguise of a kitchen servant, wheels the tray of food from the kitchen to the throne room.

### *Rincewind saves Cohen from the poisoned food*

Rincewind warns Cohen about the poisoned food, causing him to summon two shifty looking courtiers, to taste the food. One of them dies in a small explosion, and Cohen orders the other to be imprisoned. Meanwhile, Ronald Saveloy goes off on a rant about the Silver Horde having wasted their lives looting and pillaging, and of how the reformation of the Agatean Empire was a unique opportunity for them to leave their mark on world history.

### *Rincewind reminds himself of the Red Army still stuck in prison*

Rincewind asks for the Red Army still stuck in the prison to be rescued, and Cohen sends one of his friends to oversee their safe transfer to the throne room. Meanwhile, the newly ascended Chamberlain warns Cohen about Lord Hong's scheming, and the possibility of the warlords forming an alliance to march on Hunghung. Lord Hong and some other generals enter the throne room, to parley with Cohen.

### *Cohen parleys with Lord Hong*

Cohen rejects Lord Hong's offer of surrender, and carefully avoids any mention of the true size of his invading force. Rincewind tries to scare the other warlords with the rumours of invisible ghosts being led by the barbarian generals, but Lord Hong refuses to fall for the bait. Ronald Saveloy believes that no more assassination attempts will happen, now that war has been formally declared.

### *Rincewind hopes to use misinformation and rumours to break the enemy camp's spirit*

Rincewind uses Dibhala to spread rumours about the coming army of invisible vampire ghosts through the enemy camp, believing that centuries of propaganda about the lands outside the Agatean Empire might prove useful in winning the war against Lord Hong. Rincewind sets the children of the Red Army loose within the enemy camp, spreading rumours about the invisible ghost army that may or may not be marching to devour them.

### *Rincewind finds Death and War at Lord Hong's army camp*

Rincewind runs into Death and War surveying Lord Hong's encamped army, and is surprised to learn that even Death does not know the outcome of the coming battle. He returns to the safety of the palace, leaving Death and War to set up their picnic, invisible to everyone else.

### *Lord Hong decides to take morale for granted*

Lord Hong asks his diviner to give a false prediction saying they would win the coming battle with overwhelming advantage, as the gathered warlords express their doubts about the invading army of vampire ghosts. Lord Hong orders the circulation of new rumours stating that the Agatean ancestors were also rising as a ghost army to counter the enemies, believing that the common soldiers would remain unfazed by ghosts on both sides.

### *Ponder Stibbons sets his computer to finding Rincewind's position*

Lord Hong takes out his secret outfit, that makes him look like a minor noble of Ankh-Morpork, and anticipates the opportunity to wear it as the ruler of the city. Meanwhile, Hex is put to task finding the location of Rincewind, at the behest of the inner council, who want to retrieve him so they can send back the huge Agatean cannon that they inadvertently received during the teleportation process.

### *Cohen and the barbarians prepare for the battle at dawn*

Cohen and the Silver Horde discuss their chances in the coming fight, and reject Ronald Saveloy's offer of a tactical retreat. Ronald Saveloy eventually realizes that death in the field of battle is preferable to life as a school teacher, and pledges to fight beside Cohen, in spite of having no knowledge about war.

### *Rincewind is reunited with the Luggage*

Rincewind repeatedly tells the Red Army that there are no Great Wizards ready to perform feats of magic to solve their problems, and that the barbarians are foolish for taking on astronomical odds on the battlefield. He decides to desert the city, and is joined by the Luggage and its mate.

### *Cohen parleys with Lord Hong*

Cohen parleys with Lord Hong before the battle, causing Ronald Saveloy some amusement as he asks for the Agateans to surrender and avoid unnecessary death. Afterward, Truckle the Uncivil speculates that the enemy warlords might want them alive, making it easier for them to slaughter the enemy troops.

### *Rincewind gets to the top of the small hill outside Hunghung*

Rincewind talks to a farmer next to the circular hill outside Hunghung, and learns that he has no conception of the impending change in rulership, given how much his life is confined to his farmland. He walks to the small hill, to find a rusty building in ruins. He takes no notice of the sapient pears growing in large numbers at its base, and climbs the hill, as a thunderstorm gathers over Hunghung.

### *Lord Hong decides to take charge of the battle*

Lord Hong is incensed by the warlords hesitating to charge the barbarians head on, and of the reports of increasing desertion among their armies. He decides to lead the charge himself, and dismisses the new rumours stating that the barbarians are the Indestructible Great Sages from some distant land.

### *Rincewind falls into the cavern underneath the hill*

Rincewind holds on to a rotting log, as the ground beneath him starts to give way, indicating an uncertain fall in the darkness. He spots a small yellow butterfly landing on his hat and shoos it away. As self defense, the butterfly of chaos summons a miniature thunderstorm to haunt Rincewind, and causes the log holding him up to collapse.

### *Rincewind navigates through the dark cave*

Rincewind spots a large warrior staring at him when he lights a match to dispel the darkness inside the cave. Meanwhile, Cohen notices the strange yellow cloud approaching from the horizon, and marvels at the swarm of butterflies as they approach the hill outside Hunghung. Rincewind stumbles around in the dark cave, and pulls a lever he finds, believing it could not possibly be a trap.

### *Cohen and the horde face off against Lord Hong's elite warriors*

Cohen and the Silver Horde charge into the Agatean army, who refuse to engage them out of fear for the closing thunderstorm. The storm induced by the swarm of chaos butterflies starts to send lightning down into the massed ranks of the Agatean army, forcing them to back off. Lord Hong arrives with his samurai warriors, only to see the barbarians cut them down as Cohen distracts them with a party trick.

### *Rincewind dons the magical armour of One Sun Mirror*

Rincewind sees some magical globes suspended from the ceiling absorb the lightning from the storm, and illuminate the cavern. He notices a large pool of mercury, with an ornate gold sarcophagus on its edge, bearing the inscription One Sun Mirror, the founding Agatean Emperor. He dons the magical armour and stands up, noticing the Red terracotta Army wake up from their magical slumber.

### *Hex outputs the spell to retrieve Rincewind*

Ponder Stibbons's request for the spell to retrieve Rincewind goes wrong, when a butterfly of chaos lands on Hex, disturbing one of its computational ants with a drop of nectar. He believes that naming the machine, might have induced some unintentional sentience in it, as his assistant informs him of Hex providing answers for questions he had not asked it yet.

### *Cohen and the Silver Horde are saved by the Red terracotta Army*

Rincewind tests out the controls in the magical gloves, allowing him to control the Red Army, and is pleased that they are on his side. Meanwhile, the Red terracotta Army rise from the ground to march on the Agatean army, scattering the five warlords into chaos and mutual suspicion. Cohen and the barbarians decide to return to the palace, believing Lord Hong is also headed there. The gathering clouds burst, making the battlefield muddy, and making it even more difficult for the five Agatean clans to distinguish each other's uniforms.

### *Cohen officially becomes the Agatean Emperor*

Cohen walks into Hunghung through the gates, with some Red Army golems acting as an honor guard. He asks Ronald Saveloy to make a proclamation ending chattel slavery, and giving a fair share of the profits to the peasants. Cohen sits down on the Agatean throne, with Six Beneficent Winds announcing to the court that he has been accepted as the reincarnation of One Sun Mirror. Meanwhile, Rincewind tries to use the terracotta golems to scribble on the city walls that he needs help taking off the magical armour.

### *Twoflower works out Rincewind's desperate attempt to ask for help*

Ronald Saveloy is dismayed to learn that there can be no empire without a cleansing of the old guard, and is amused by a terracotta golem walking into the throne room and doing charades. Twoflower recognizes Rincewind trying to send a message, and rescues him from the mudslide in the tomb of One Sun Mirror. He tells Rincewind that Cohen has offered him the position of Chief Wizard, given how he reanimated the terracotta army to turn the tides of battle.

### *Rincewind is paraded in front of Cohen by Lord Hong*

Lord Hong kidnaps Rincewind as he walks back to the palace with Twoflower, and tells him that will be publicly executed to send a message to the people about the false myth of the Great Wizard. Lord Hong holds Rincewind hostage as Cohen comes out of the palace to face him, just as Ponder Stibbons casts his teleportation spell, making Rincewind vanish into thin air.

### *Twoflower decides to confront Lord Hong for the murder of his wife*

Twoflower tells his daughters that Lord Hong's men had killed their mother many years ago in some minor scuffle, and declares his vengeance. As Lord Hong draws his sword, amused at the clerk's inability to handle his own blade, the ornate cannon arrives at Rincewind's position, with its fuse lit, and blows him to pieces when it fires.

### *Ponder Stibbons realizes that his teleportation spell has misfired*

Twoflower sees the Luggage arrive with its mate and their children, as Cohen appoints him Grand Vizier. He is eager to take on his new role in the court, as a valkyrie takes Ronald Saveloy towards a barbarian conception of heaven. Meanwhile, Ponder Stibbons realizes that his spell has gone wrong, leading to a three way substitution, with Rincewind being teleported to the unknown continent of XXXX, and a strange beast sent to the Unseen University in his place.

### *Rincewind ends up in XXXX as a result of Hex botching its calculations*

The inner council discourage Ponder Stibbons from searching for Rincewind again, and trying to retrieve him, afraid of what strange object might fly into them next time. Meanwhile, Rincewind is shaken awake in XXXX by some tribal men wearing loincloths and pointing spears at him. They give him a boomerang, which he throws away with all the force he can muster, tired of going on any more adventures.

## *Book 6: The Last Continent*

### *Chapter 1*

#### *The Librarian suffers from a magical shape-shifting illness in the Unseen University*

The inner council of Unseen University watch over the Librarian, as he struggles with a magical disease that makes him morph unpredictably into a variety of objects. Ponder Stibbons tries to explain to Mustrum Ridcully that the Librarian is highly vulnerable to the illness, since he has already been morphed from a human to an orangutan. They lose hope in the Librarian's recovery, and wander off to let him rest.

#### *Ponder Stibbons works on his unseen books initiative using Hex*

A miner in some mine discovers a box shaped opal deposit deep underground, and is shocked when little feet drop out from its bottom surface and start to wriggle their toes. Meanwhile, Ponder Stibbons gets to work reading pages from unwritten books, by exploiting the time delay between trying something impossible, and the universe moving its causality particles to make the newly tried thing extremely difficult.

#### *Mustrum Ridcully happens upon Ponder Stibbons and his book of micromanagement*

Mustrum Ridcully gets to work implementing his new leadership program, and starts to take a keen interest in the daily lives of the inner council, leaving them irritated at the intrusion. Ponder Stibbons is woken up one night by a commotion at the library entrance, and learns that the books have barred entry to all wizards, with the Librarian no longer there to placate them.

#### *The inner council realize they have no way of knowing the Librarian's name*

The Dean suggests using some magic to heal the Librarian's illness, but Recent Runes points out the need to know his real name before trying anything. Mustrum Ridcully is dismayed to learn that no one knows the Librarian's name, and that he has torn out any reference to it in order to stop the others from turning him back into a human.

#### *Mustrum Ridcully and the inner council decide to try and locate Rincewind*

The Librarian approaches the library entrance, and suddenly morphs into a tome with a furry leather cover. Ponder Stibbons points out that the illness is making him morph into objects as a crude form of camouflage, as Indefinite Studies remembers the time when Rincewind had been assistant librarian and was likely to know his real name.

### *The inner council of wizards search the chambers of the geography professor*

Realizing that [Rincewind](#) is stuck on the mythical continent of XXXX, [Mustrum Ridcully](#) leads the inner council through the University's endless corridors, until they arrive at a geography professor's room. The council barge into the professor's room, and notice sounds of water splashing from the attached bathroom. After spending some time persuing through his books for mentions of XXXX, they decide to open the bathroom, and find a portal to some tropical beach.

### *Rincewind stumbles his way through the arid desert of XXXX*

[Rincewind](#) eats some insects salvaged from a water-hole, as the dry desert drains his energy day after day. He is puzzled by the small indigenous tribes acting hostile the moment he starts to make polite conversation by talking about the weather, as a mysterious spirit keeps an eye on him from a nearby water-hole. [Rincewind](#) fails to notice the spirit keeping him alive and hydrated by ensuring he always ends the day next to a water source, as he fills in the latest entry in his journal.

### *Rincewind sleeps on the deserts of XXXX*

As [Rincewind](#) settles down to sleep, the land itself animates, to go check on the mine where the opal encrusted [Luggage](#) had been unearthed, and starts to form some patterns on a rock next to [Rincewind](#). Meanwhile, the miners hastily climb out of the mining shaft, with the [Luggage](#) following them soon after.

### *Death is amused by the sheer danger in the biosphere of Terror Incognita*

[Death](#) asks his model of the Disc to zoom in on [Rincewind](#), and is amused to see him stuck on the forbidding continent of Terror Incognita. His butler [Albert](#) describes it as a hot, arid land surrounded by a permanent anti-cyclone, thus guaranteeing zero precipitation. [Death](#) walks into his library, and is buried under an avalanche of books in response to his request for the dangers of Terror Incognita. He then asks for the list of harmless creatures and receives a single piece of paper with some sheep drawn on it.

### *Mustrum Ridcully observes the portal to the beach*

[Ponder Stibbons](#) is amazed at the two way wormhole created by the professor of geography, allowing him to get his suntan on the beach leading out of his chamber. He immediately starts to think about perpetual motion machines that might be built using a pair of such portals, as the others in the council debate the idea of exploring the beach directly.

### *Mustrum Ridcully leads the inner council into the geography professor's beach*

[Mustrum Ridcully](#)'s inner angler is roused by [Indefinite Studies](#) describing the varied fish and sharks inhabiting the rimward seas, as the rest of them prepare to spend some time on the beach, hoping to improve the [Librarian](#)'s condition. [Mustrum Ridcully](#) insists that they are not using the beach as a vacation, as they come up with flimsy excuses to research the fauna and the natives in the unknown coastline.



### *Rincewind spots a tribal warrior watching him sleep*

Rincewind wakes up to see a heavily armed tribal warrior observing him, and walking away into the desert the moment he tries to make conversation. Later, a disembodied voice casts a spell on him, after telling him that he will be able to find food underneath some nearby shrubbery. The shapes on the rock made by the sentient desert spirits fade away, as Rincewind eats the chicken sandwich buried under the shrubs.

### *Rincewind becomes the unwitting pawn of a trickster spirit of Terror Incognita*

On the other side of the rock, the trickster spirit appears on the desert in his own dimension, and asks his pet bird to guide Rincewind to the object he was interested in stealing. He tells the bird that a hero is necessary, since he cannot be accused of interfering directly in the Discworld's affairs.

### *The Librarian watches his colleagues enjoy their time on the beach*

The Librarian, now restored to his ape form by the lush vegetation of the beach, looks at the plants and birds surrounding him, and feels uneasy about the whole thing. He notices the portal through which they had originally come to the beach, now propped open by Mustrum Ridcully using a wooden plank with a warning written on it.

### *Mrs. Whitlow strands the inner council on the tropical beach*

Rincewind sees a kangaroo hop up to him, and start to talk about some important mission that he was needed for. He pre-empts it, by running away, and falls into a dark pit, as it keeps up with him using its powerful legs. Meanwhile, the head housekeeper of the university, Mrs. Whitlow, shows up at the window shaped portal to the beach, and tries to climb through. When the wizards ask her for some food, she returns with a large tray and accidentally closes the portal by knocking over Mustrum Ridcully's plank.

## **Chapter 2**

### *Rincewind and Scrappy look at the underground cave*

In the waterhole, Rincewind notices the absence of any flies, and sees a small lake underground, together with the collapsed remains of a tunnel network. Scrappy points out a cave painting resembling a group of University wizards, and tells him that it wasn't there a week ago. Rincewind realizes he has been receiving help from an unknown source with his uncanny luck in finding food under rocks, and water sources every night.

### *Mustrium Ridcully realizes the extent of the trouble they are in*

Mustrium Ridcully gets to work fishing for dinner, as the rest of the wizards try to forage for food and fresh water. Mrs. Whitlow, convinced that the council is pulling a harmless prank on her, starts to get anxious about returning to the university. Meanwhile,

### *Scrappy talks about the trouble in the last continent*

Scrappy tries to tell Rincewind that Terror Incongnita was the last continent to be designed, and had different rules of space and time. Rincewind fails to make sense of the assertion that his arrival on the continent had changed history thousands of years ago, leading to trouble in the present. Scrappy then tells him that it is his mission to integrate the continent into the rest of Discworld by righting the wrongs.

### *The inner council find some strange food in the forest*

Indefinite Studies arrives from the nearby forest with some nuts and berries, including a curious looking cigarette. Mustrium Ridcully is desperate to find the bush where the cigarettes grow, and immediately lights one up, to relieve his nicotine itch. The rest of the council are surprised to see fruits having baked confections stuffed inside them, as the others notice the Bursar gorging on the nuts.

### *Scrappy talks about rescuing the last continent*

Scrappy tells Rincewind that he has already saved the continent, just that the jumbled nature of time makes it so that he must be egged on to do it again to complete the causal loop. Rincewind is annoyed at the tedium of a trek through the dangerous desert, and learns that his mission will have succeeded when the continent receives rainfall again.

### *Rincewind decides to run away from the underground oasis*

Scrappy explains that someone had come along and added the last continent as a sneaky extra after the Creator had initially designed the Discworld. Rincewind pretends to sleep as night falls, and waits till Scrappy leaves him alone to run away from the underground cave. A drawing of Scrappy fades away at a nearby rock, satisfied that Rincewind has inadvertently embarked on the mission.

### *The inner council scavenge a meal for the night*

Mrs. Whitlow eats at a makeshift table made out of wood, as the rest of the wizards dine on the local enchanted flora at a campfire. They notice the empty pair of boots, seemingly belonging to the geography professor, and surmise that the desserts are an after-effect of his magic. Meanwhile, the Librarian notices something important about the island, but sneezes and turns into a giant conch before he can inform the council.

### *Ponder Stibbons argues with Mustrium Ridcully about evolution*

Ponder Stibbons realizes that the Librarian had been trying to point out the fact that there was only one of each kind of tree or fish, and that there was not time for evolution to take its course naturally. All of a

sudden, an alligator-like creature emerges from the forest, and charges at the wizards. [Mustrium Ridcully](#) and the rest prepare their magic, even as [Ponder Stibbons](#) questions the ethics of killing an endangered animal.

### *[Rincewind meets up with the dwarf named Mad](#)*

The monster turns into a chicken after undergoing rapid changes in its shape, and [Mustrium Ridcully](#) decides to cook it using the fireball he had charged up. Meanwhile, [Rincewind](#) runs into an armored cart being pulled by a team of horses, and gets captured by the dwarf riding it. The dwarf calls himself [Mad](#), and asks [Rincewind](#) to hold off some pirates pursuing him with a crossbow.

### *[Mad and Rincewind flee the desert pirates](#)*

[Mad](#) tells [Rincewind](#) that he has been journeying through the roads of Terror Incognita for many years, and warns him of the emu-riding gangs giving chase. [Rincewind](#) is almost killed by the gang's arrows, as [Mad](#) prepares the supercharger for his carriage. Another pirate on a camel falls off his mount all of a sudden, causing a pile up that destroys all of the pirate wagons.

### *[Rincewind learns about the vagaries of life in the XXXX desert](#)*

[Rincewind](#) and [Mad](#) inspect the wreckage of the pile-up, with the camel grazing nearby. [Mad](#) inspects and discards several shoddy weapons used by the pirates, and asks [Rincewind](#) to take the bale of hay to his cart, recognizing it as quality feed for his horses. [Rincewind](#) finds the pirate's corpse, and notices a large spider hidden in his robes, as he retrieves his hat.

### *[Ponder Stibbons is frustrated by the old heads in the inner council](#)*

[Ponder Stibbons](#) tries and fails to get the council to take him seriously, as his hypotheses about evolution are dismissed without a second thought. He asks the [Librarian](#) if he has noticed the absence of any flotsam in the driftwood they found, and is dismayed when the [Librarian](#) morphs into a furry red penguin. The wizards retire for the night, after constructing a hut for [Mrs. Whitlow](#), and [Ponder Stibbons](#) is left to stand guard.

### *[Rincewind talks about precipitation with Mad](#)*

[Rincewind](#) asks [Mad](#) about his early life, and learns that the dwarf migrated to the mainland of XXXX from the nearby island city of Nothingfjord, after their voyage was hit by a sea-storm. [Mad](#) is incredulous at [Rincewind](#)'s suggestion that rainfall is real, and that water falls from the sky. He insists that water belongs deep underground, and asks how something as heavy as water rises so high in the first place.

### *[Ponder Stibbons tells the inner council that they are stuck in the distant past](#)*

[Ponder Stibbons](#) works out the fact that the portal has taken them many millennia in the past, from the change in the night sky, and tries to tell the rest of the wizards that they could end up changing the future unintentionally. [Mustrium Ridcully](#) remains obtuse when presented with the idea of accidentally killing his own ancestor, and thus erasing his own existence.

### *Mustrium Ridcully and Ponder Stibbons argue about the nature of predestination*

Mustrium Ridcully comes up with the idea of determinism, and tells Ponder Stibbons that they cannot actually do anything to change history, since that would mean they could not come back to the past to make that change in the first place. He tells the other wizards not to worry about affecting the future, as Ponder Stibbons conceals his anger at the cavalier attitude of the Archchancellor.

### *The God of Evolution decides to hasten the wizards' escape from his island*

The God of Evolution ponders the idea of shooing away the intruders on his island, as he congratulates himself on the rapid evolution of his custom-designed cigarette bush. He gets back to work designing more bizarre plants, in his temple on the mountain deep inland. Meanwhile, Mad leads Rincewind to the largest settlement in XXXX, which turns out to be a small street and a single run-down tavern.

### *Dean and the other wizards are alarmed by the trees showing up around them*

The Dean and the other council members talk about their failure to find a library on the island to help them learn how to build a boat, as Mustrium Ridcully gets to work exercising first thing in the morning. Indefinite Studies makes note of the bizarre flora that Ponder Stibbons has found for breakfast, and wishes to get off the island as soon as possible.

### *Dongo talks to Rincewind about the local liquor*

The half-crocodile barman, Dongo, tells Rincewind that they have some quality beer, as he notices the other half-animal denizens of the tavern. A while later, Mad enters the bar to ask another customer to put down Rincewind, and takes out his crossbow to prepare for the inevitable bar-fight.

### *The Bursar finds a strange log throbbing with fluid*

The Bursar, tired of Mustrium Ridcully's enforced morale-building exercises, temporarily shakes out of his insanity, to stomp on some ants that might be lead to Mustrium Ridcully never existing. He follows a long stem lying on the ground, that sounds like a pipe with liquid flowing through it. Meanwhile, Mustrium Ridcully is happy to see the rest of the wizards find a log suitable for building a raft.

### *Rincewind wakes up from a night of heavy drinking*

Rincewind wakes up the next day hungover, and tries to recall the details of Mad fighting some animals at the tavern. Scrappy tells him that his mission is still waiting, as he notices more etching representing the council of wizards on a makeshift toilet behind the bar. He decides to head to the town of Bugarup, believing it might have a port, and some ships to take him home.

## Chapter 3

### *Mustrium Ridcully and the wizards find the boat made of pumpkin*

The [Bursar](#) tries to explain to [Mustrium Ridcully](#) that he has found a ship floating along the coast, complete with sails, and a mermaid-shaped figurehead. [Senior Wrangler](#) is flustered by [Mrs. Whitlow](#)'s sarong, as she asks them for directions to a pool inland. Meanwhile, the wizards inspect the pumpkin-ship, with [Mustrium Ridcully](#) voting for an immediate escape from the island.

### *God of Evolution talks to the inner council of wizards*

The [God of Evolution](#) materializes as a three-foot tall old man in white robes, and tries to threaten the wizards with dire consequences, unless they flee his island. [Mustrium Ridcully](#) refuses to take him seriously, as he narrates his tale of despair and hopelessness, bemoaning the spread of organized religion. He had decided to leave his dwindling group of followers and come back to the small island, to put his practice of gene splicing and evolution to work designing a better world.

### *Mustrium Ridcully and the other wizards prepare to leave the island*

[Mustrium Ridcully](#) suggests that there might be multiple Gods of evolution, and that the best among them might eventually win, leading to the [God of Evolution](#) vanishing. [Ponder Stibbons](#) realizes that he might have hit upon the idea of natural selection by competition, as the final puzzle piece to his idea of evolution. [Ponder Stibbons](#) is dismayed at the eagerness of the other wizards to set sail immediately, ignoring the island's potential as a research subject.

### *Rincewind wakes up from his drinking binge*

[Rincewind](#) tries to recall the events of last night, as he wakes up from his blackout. [Dongo](#) tells him that he had placed an outrageous wager last night in a sheep shearing face-off against a local champion, after blowing all the money [Mad](#) had given him in betting on coin tosses. He notices the poster with [Scrappy](#) changing in place, with the kangaroo vanishing, and eventually reappearing facing the opposite direction.

### *Rincewind goes to the sheep pen to make good on his bet*

The [Luggage](#) walks along a desert track, unsure of where to go in search of its owner, and is picked up by a purple carriage, bearing the name Desert Princess. Meanwhile, [Rincewind](#) makes a mess of his first sheep, making the assembled shearers suspect his ability to win the challenge. [Daggy](#), the head shearer, tells him that the challenge is simply one of speed, and backs off as a huge ram paces towards them from the pen.

### *Scrappy helps Rincewind win his shearing challenge*

Scrappy whispers to Rincewind that the sheep will be enchanted into cutting their fur automatically on his shears, and disappears into the barn's rear wall. Rincewind wins the challenge, and the sheares tell him that they do not have the money yet. He rejects the reward, and asks for the fastest way to Bugarup. Terrified of his magic, the shearers give him their only horse, named Snowy and point him in the direction of the coastal city.

### *Mustrum Ridcully inspects the melon-boat as the others load supplies*

One of the shearers asks Daggy if he has indeed owned Snowy for many years, and if his story of winning it off someone in a bet is a false memory. He tries to think through the fog in his mind, and gives up, accepting whatever he had just said as the truth. Meanwhile, Mustrum Ridcully learns of Ponder Stibbons wandering off into the island, and decides to look for him. He believes that Ponder Stibbons is miffed at their decision to leave the island, instead of probing its secrets further.

### *Rincewind helps some sheep with groundwater*

Rincewind comes across a broken-down windmill, and finds a herd of thirsty sheep looking at him for water. He decides to dig into the ground, and finds a dwindling reservoir. He manages to carry some of the groundwater to a trough for the sheep, and notices Snowy unperturbed by all the commotion. A while later, he comes across a well-worn trader track, and spots a group of horsemen chasing some wild horses through the desert cliffs.

### *Snowy accidentally corners the herd of wild horses*

Snowy reaches a steep canyon, and walks down the wall nonchalantly, before scaling the opposite wall with equal ease. Rincewind hangs on desperately, recalling Daggy's words about the breed being selected for its sure-footedness, as Snowy walks upside down onto an overhang. Eventually, Snowy manages to engineer a small rockslide to trap the wild horses in a narrow canyon, just as the herders catch up. They marvel at Snowy's skills, and offer to buy the horse off Rincewind.

### *Rincewind sets off to Bugarup with help from Remorse and Clancy*

Remorse, the lead shepherd, tells Rincewind that Bugarup is a dangerous place, as his underling Clancy talks about rangers in the desert who might help him on the way. Rincewind refuses their offer of hospitality, and is grateful for the bag of rations they give him, along with some cash for herding the wild horses. He sets off in the direction of Bugarup, leaving the horsemen to discuss the fine art of metaphor as an adjective.

### *Ponder Stibbons talks to the God of Evolution in his mountain abode*

Ponder Stibbons walks into the workshop of the God of Evolution at the top of his mountain, and notices an elephant being assembled. He points out the futility of wheels on the elephant, leading the God of Evolution to design another beetle to deal with his despondence. Ponder Stibbons realizes that the God

of [Evolution](#) has not worked out reproduction, and is designing the next iteration of each creature by hand, making whatever improvements he deems necessary.

### ***Mustrum Ridcully and Mrs. Whitlow talk to the God of Evolution***

[Mustrum Ridcully](#) and the other wizards walk into the workshop, just as [Ponder Stibbons](#) tries to explain reproduction to the [God of Evolution](#), and makes him realize that a lot of his workload might be dealt with if his creations could make copies of themselves. [Mrs. Whitlow](#) walks in to explain reproduction to the [God of Evolution](#), satisfying his curiosity, and convincing him to let the wizards leave his cave. [Ponder Stibbons](#) chooses to stay on as the god's assistant, as [Mustrum Ridcully](#) and the inner council take their leave.

### ***Mustrum Ridcully and the council return to the melon-ship***

On their way back to the melon-ship, the wizards discuss the idea of sexual selection, and wonder how the [God of Evolution](#) will work with the idea of attractive traits in different species. [Mustrum Ridcully](#) is glad that a wizard from the Unseen University will contribute to the design of all life on the island, as he leads the rest of them down the mountain.

### ***Rincewind invents vegemite and gets caught by rangers***

[Rincewind](#) dumps his supply of beer into a cooking pot filled with vegetables, and passes out from exhaustion as it stews overnight. The next morning, he finds some sheep wandering into his camp, hungry for food, and looks at the brown sludge left in the pot (vegemite). He digs another hole in search of groundwater, and finds himself surrounded by armoured horsemen pointing crossbows at him.

### ***Ponder Stibbons is happy to participate in the design of intelligent life***

[Ponder Stibbons](#) is happy to learn that the [God of Evolution](#) is working on a fancy project, involving an adaptable and resourceful life-form that is not confined to one habitat, or to one food source. He eagerly walks into the hidden chamber with the [God of Evolution](#), expecting to find some sort of prototype human, and is shocked to see a cockroach.

### ***Ponder Stibbons reunites with the inner council of wizards***

The wizards on board the melon-ship fall over each other in their attempts to serve [Mrs. Whitlow](#), as [Mustrum Ridcully](#) notices the [Librarian](#) turn into a deck chair when he boards the ship. After a while, [Ponder Stibbons](#) swims out to the ship, horrified by the cockroach that the [God of Evolution](#) had claimed as his masterpiece.

### ***Rincewind is captured pending execution***

[Rincewind](#) learns from the jailer that he is to be hanged the next morning for the crime of sheep-stealing, and is amused to find the sheep in the same jail cell. One of the song-writers prepares a song to memorialize him for his crimes, and lets slip the fact that another prisoner had managed to break out of

the same jail cell multiple times. [Death](#) materialized in front of him a while later, and tells him that he is due to escape his hanging, before vanishing through a wall.

#### *[Rincewind escapes the jail cell after Death tells him that he will live](#)*

[Rincewind](#) sees a message scribbled on the jail cells's ceiling, telling him to undo the hinges to the cell door. He decides to try lifting the heavy door off its hinges, hoping to put them back in place after he slips out. After [Rincewind](#) leaves the jail cell in Bugarup city, the sheep in his cell dissolves into the wall, becoming a painting of [Scrappy](#) before fading away.

#### *[Mustrum Ridcully talks to Ponder Stibbons about the side effects of strong magical fields](#)*

[Ponder Stibbons](#) notices the perpetual storm-front encircling XXXX, and wonders if the intense magical field is going to affect the wizards. He starts to grow irritable, and the [Dean](#) becomes civil, causing [Mustrum Ridcully](#) to suspect the handiwork of the magical field. The ship hits the storm-front, just as [Mustrum Ridcully](#) sees the excessive magic in the air surrounding them.

## **Chapter 4**

#### *[Rincewind talks to Fair Go Dibbler outside the prison](#)*

Out in an alley beside the prison, [Rincewind](#) runs into [Fair Go Dibbler](#), yet another member of the expansive Dibbler diaspora, and immediately starts to see through his sales pitch. He decides to buy one of [Fair Go Dibbler](#)'s meat pies, and is spotted by a patrolling guardsman as he is distracted by the pie's flavour.

#### *[Rincewind manages to evade the pursuing guardsmen](#)*

[Rincewind](#) finds the opera house of Bugarup next to the harbour, and enters it, afraid of the heavy footsteps closing in from the city center. The chef at the opera house mistakes him for a substitute cook, and tasks him with designing a gimmick dessert for the prima donna in their next big show.

#### *[Mrs. Whitlow and the wizards lose their ship in the rough seas](#)*

A fight breaks out on the melon-ship, as it breaches through the storm-front, and comes in view of the XXXX coast. [Mrs. Whitlow](#) decides to let the wizards float along on the pumpkin seeds, and swims for the shore, disregarding the warnings about sharks. Meanwhile, [Mustrum Ridcully](#) gets into an argument with the [Dean](#) and the [Indefinite Studies](#) about who fired the magic that breached the ship's hull, as [Ponder Stibbons](#) spots the sharks also heading for the shore.



### *Rincewind notices some guardsmen passing by the opera house*

Rincewind hides in the depths of the kitchen, as the guardsmen come searching through the street, as the head chef Ron tells them about the night's show reaching half-time. Charley, the cook originally in charge of making dessert, comes up with some suggestions for peach and ice cream, which Rincewind agrees to.

### *Rincewind learns of the bizarre traditions of XXXX*

Rincewind invents a new dessert, just in time for the jailer to barge into the kitchen, and threaten Rincewind with dire consequences once he gets caught. He is amused to hear that the guards will give him a ten second head start, so that the ballads singing of his last stand can be suitably heroic. Rincewind decides to defy their traditions of a fight to the death, and runs for the safety of the harbour.

### *Rincewind runs into Letitia in the grand carnival of Bugarup*

Scrappy appears in front of Rincewind to remind him that a legend was steadily being built up around his exploits, and that he was close to becoming the hero that the continent needed. He then runs into a carnival, where Letitia, one of the carnival float managers, takes him on board her carriage.

### *Rincewind is reunited with the Luggage*

Rincewind sees the crowds gathering around the carnival procession, and hopes that the city watch will find it difficult to track him down. Someone in the crowds recognizes him from his wizard's hat, and he is forced to bid goodbye to Letitia, and jump off the carriage. He runs into a dead end alleyway, with some guardsmen who recognize him, just as the Luggage, now wearing hundreds of heels on its feet, lands next to him from Letitia's wagon.

### *Ponder Stibbons and the wizards reach the shores of XXXX*

The wizards crash into the beach, after being sucked into an undersea current that spits them out close to the shore. Meanwhile, the Bursar elegantly surfs a wave using his melon-seed, and lands on his feet, before wandering off inland. Mustrum Ridcully accidentally melts a rock when he tries to demonstrate a small fireball to lift the spirits of his council. Ponder Stibbons reminds him of the intense magical field pervading the continent, and of how the place still had no vegetation.

### *Ponder Stibbons is shown a glimpse of his mortality*

Ponder Stibbons morphs into an old man under the influence of the magical instability, just as the other wizards morph into children. A while later, as they manage to regain control of their minds, and morph back to their old forms, Ponder Stibbons comments on the physical weakness he felt as an old man, and immediately sets about finding the Creator in charge of designing the place.

### *The Bursar finds a Creator making life on the continent*

Mrs. Whitlow joins the wizards with the Librarian in her arms, now morphed into a baby orangutan. Mustrum Ridcully warns her to loosen her clothing as her own temporal instability resolves, returning

her to her original age. Meanwhile, the [Bursar](#) wanders into a forest, where an old black man draws on a cliff wall, using simple white paint, and creates new life from the very lines of his artwork.

### ***Rincewind learns about Neilette's past***

[Rincewind](#) finds [Neilette](#) hiding inside the [Luggage](#), after it beats up the guardsmen in the alley. She talks about her brother coming out as a transgender woman, and their father disowning him for it. She then mentions the beer factory that had failed, leaving the family destitute, and forcing her to find work in [Darleen](#)'s troupe.

### ***Rincewind escapes the brewery as it collapses in a fiery ruin***

[Rincewind](#) sees another earthquake start to collapse the brewery, and hides inside the [Luggage](#) with [Neilette](#). A while later, as the city watch try to put out the burning brewery and find the water pumps running dry, [Rincewind](#) asks [Neilette](#) if there is a University for wizards in the city. She says yes, before mumbling about how useless they are, and agrees to help him find the place.

### ***Rincewind sneaks into the University of Bugarup***

[Mustrum Ridcully](#) and the council find the [Bursar](#) and the old man painting the animals, and get to work drawing a duck. They accidentally design the duck-billed platypus, as they revise each other's drawings, adding their own touches to the figure. Meanwhile, [Rincewind](#) finds a secret side entrance into the University of Bugarup, and walks in, to find the inner council mistaking him for a demon. They ask him about the water table receding, and are shocked when he mentions the idea of rainfall.

### ***Rincewind marvels at the magical tower of the Bugarup University***

[Rincewind](#) learns of the failed attempts at summoning clouds, and tells the Archchancellor that his university's tower is very small. Miffed by the insult, the Archchancellor takes him to the top of the tower, which turns out to be a hundred times higher than it looks from the outside. Meanwhile, [Ponder Stibbons](#) helps the [Librarian](#) untangle himself from a string toy, as he plays with the other objects in his leather sack.

### ***Rincewind meets his distant cousin Bill Rincewind***

[Ponder Stibbons](#) notices the [Creator](#) draw the council of wizards using his enchanted white paint, as the rainfall stops and night falls on the land. Meanwhile, the Archchancellor of Bugarup University, named [Bill Rincewind](#), offers some beer to help [Rincewind](#) unwind, and is dismayed to hear more talk of precipitation. He decides to take [Rincewind](#) to the abandoned brewery, to investigate the drawing of the council of wizards.

### ***Rincewind descends into the cellars under the brewery***

[Rincewind](#) climbs down into the brewery's cellar, now drunk on beer, and is happy to see the [Luggage](#) join him. [Bill Rincewind](#) and his council descend shortly after, with some meat pies from [Fair Go Dibbler](#)

per Rincewind's request. Rincewind keeps himself in a constant state of tipsiness, which allows him to think clearly about the cave system underneath the city.

### *Rincewind pulls the inner council into the present using the magical paint*

Rincewind guesses that the cave system just appeared beneath the city because of some abrupt change in the timeline, and probably wasn't present when the brewery was built. He decides to paint an impression of the Unseen University's inner council on the enchanted rock at the center of the cave, and drags them into the present using its magic. The lot of them hastily flee the cave as it closes in on itself, having been erased from the past.

### *Rincewind talks to the Librarian about his yo-yo*

Mustrium Ridcully tries to impress Bill Rincewind with his knowledge of rain-making spells, as they sit around in the central chamber of Bugarup University, discussing possible means of getting off the continent. At the top of the University's tower, Rincewind plays with the Librarian's yo-yo, and notices it spin on its own at the slightest bit of effort. He sniffs the smell of rain when he spins it, and decides to heave it around in big circles.

### *Rincewind destroys the magical storm-front preventing rainclouds in XXXX*

The magical air currents created by the yo-yo nullify the storm-front circling the continent, and enable the rain-bearing clouds to finally float over the landmass. Meanwhile, Clancy and Remorse tend to the wild horses, slowly dying of thirst, and are shocked to see rainclouds floating over them, starting to drizzle rain.

### *Rincewind and the Librarian escape the University's tower burning down*

At Bugarup University, Rincewind and the Librarian almost get burnt up when a massive lightning discharge hits the metal tower, but manage to get away from the rubble at the last moment. The sudden rain brings in permanent ecological change to XXXX, as the city of Bugarup hails the wizards as their saviors.

### *Rincewind departs to Ankh-Morpork along with the wizards*

Rincewind says goodbye to all of his friends from the last few months, and climbs aboard the ship waiting to take them home. Meanwhile, a tribal elder throws his ancestral boomerang into the sky, prompting the gathered rainclouds to disperse all over the continent. His grandson is happy to have witnessed the Wet, finally realizing why a word for the smell of rain had been passed down through the generations.

## *Book 7: The Last Hero*

### *Chapter 1*

#### *Havelock Vetinari listens to Mustrum Ridcully and Ponder Stibbons explain their new contraption*

Havelock Vetinari receives a letter by albatross, and hurries to Unseen University so that he can ask the wizards for help. They set up a looking glass that is capable of scrying any place on the Disc, and Ponder Stibbons explains how difficult it is to get the device to focus on a given point in spacetime. Mustrum Ridcully advises Havelock Vetinari not to ask about scrying the future, since the act of observation would eliminate all possible alternate futures.

#### *Havelock Vetinari wishes to track the location of Cohen*

Havelock Vetinari asks to home in on Cohen, claiming that he has received news of the horde heading for Cori Celesti. Ponder Stibbons is disappointed that there is no personal belonging of Cohen's that they can use to tune the looking glass to his location, while Havelock Vetinari talks about returning what the first hero had stolen from the Gods.

#### *Havelock Vetinari explains the desperate request from the Agatean Empire*

The council of Guildmasters gather in Unseen University, and listen to Havelock Vetinari repeat the message from the Agatean Empire. They fear that Cohen has given up his position on the Agatean throne, and gathered his horde of old heroes to take some destructive weapon to Dunmanifestin, threatening the end of the world.

#### *Ponder Stibbons talks about how vital magic is to life on the Disc*

Mustrum Ridcully states that all magic stops working close to Cori Celesti, as Slant recalls the stories of fire being stolen from the Gods, as the first recorded act of heroism on the Disc. Havelock Vetinari states that Cohen has some powerful explosives that will disable all magic on the Disc for a few years if detonated in Dunmanifestin, and Ponder Stibbons explains how life itself will come to an end mere minutes after such an explosion.

#### *The Silver Horde discuss their progress on Cohen's final mission*

Boy Willie, Mad Hamish and Truckle the Uncivil discuss the ugly death of one of their fellow barbarian heroes, as they make camp on the foothills of Cori Celesti. They pass some food along to a poet from the Agatean court, who has been dragged along by Cohen for some reason, and wonder where he has gone

off to. Meanwhile, [Rincewind](#) fills in [Havelock Vetinari](#) on his adventures in the Agatean Empire, and explains that the Silver Horde had all the wealth they could hope for as rulers of the Empire.

### ***Havelock Vetinari enlists Leonard da Quirm to help chase down the Silver Horde***

[Havelock Vetinari](#) goes to [Leonard da Quirm](#)'s secret workshop in the palace, and is surprised to find him ready with a solution to his problem of beating the Silver Horde to Cori Celesti. [Leonard da Quirm](#) asks for hundreds of swamp dragons to be corralled, as well as an army of craftsmen to build the blueprints he is sketching.

### ***Cohen tries to get the bard to record their adventure in a saga***

The rest of the barbarians find [Cohen](#) meditating next to the burial mound of some ancient hero, and inform him that the bard they brought along seems to be uninterested in chronicling their last great adventure. [Cohen](#) decides to knock some sense into the bard, and tells the others that he does not expect them to make it out of Cori Celesti alive.

### ***Leonard da Quirm talks about his plan to send a small crew flying into Cori Celesti***

[Leonard da Quirm](#) outlines his idea to use the elephants under the Disc as a gravitational slingshot to get his device to emerge from the opposite end of the Disc and fly straight into Cori Celesti. He asks for the wizards to supply a magical wind to get his aircraft off the edge of the Disc, while the [Dean](#) remains skeptical about the engineering behind the contraption.

### ***Havelock Vetinari helps assemble a crew for Leonard da Quirm to fly with***

[Havelock Vetinari](#) sets up a committee to decide who will accompany [Leonard da Quirm](#) on his flying machine, and is surprised to see [Carrot Ironfoundersson](#) volunteer. [Rincewind](#) runs into the room, refusing to come along before anyone even asks him to. [Mustrum Ridcully](#) immediately reminds everyone of the prior contact [Rincewind](#) has had with the Horde, and of how they would be likely to listen to him. [Havelock Vetinari](#) decides to add [Rincewind](#) to the list of passengers on the flying machine, even as [Rincewind](#) realizes he could never wriggle out of the responsibility.

### ***Cohen shows the bard the bounty he will receive for writing a poem about the Silver Horde's last adventure***

A mysterious female barbarian deals with some bandits who try to waylay her as she lights a fire to keep warm in the snowy weather. Meanwhile, [Cohen](#) entices the bard with a payout of precious gems if he writes the saga of their heroic deaths. [Havelock Vetinari](#) supervises the fleet of ships bearing [Leonard da Quirm](#)'s makeshift workshop, as they prepare to set sail for to the Disc's rim.

### ***Cohen muses on the unfair deaths of his comrades over the years***

[Cohen](#) talks about growing old, and of how the Gods denied his fellow barbarians the heroic afterlife they were supposed to get. He wishes to take revenge by blowing up Dunmanifestin in a grand suicide pact with the Gods, just as some trolls ambush the Silver Horde. Meanwhile, a freak accident on the barge

breaks the looking glass that [Mustrium Ridcully](#) had commissioned to follow the progress of [Leonard da Quirm](#)'s flying machine.

### *[Cohen invites Evil Harry Dread and his henchmen along for the mission](#)*

[Evil Harry Dread](#) embraces [Cohen](#) as a long-lost friend, and talks about how the business of being a villain has changed, with the advent of modern systems of government across the Disc. He asks the Dark Lord to join the Horde along with his henchmen, since there seems to be no place left in the modern Disc for either of them.

### *[Hughnon Ridcully tries to herd the clergymen in the Temple of Small Gods](#)*

[Havelock Vetinari](#) wonders how the swamp dragons will power the flight of [Leonard da Quirm](#)'s machine, as he inspects the cages on a different ship accompanying the fleet at a distance. Meanwhile, [Hughnon Ridcully](#) addresses a gathering of clergymen from the major religions of the Disc, and is dismayed to see some of them welcoming the apocalypse.

### *[Death observes the hourglass of Great A'Tuin](#)*

[Evil Harry Dread](#) helps [Boy Willie](#) drag the wheelchair of [Mad Hamish](#) through the snowy paths, as [Cohen](#) scouts the cave network up ahead. Meanwhile, [Albert](#) tries to explain the idea of multiverses to [Death](#), who is busy trying to make sense of the cat in a box experiment. He pulls out the hourglass of [Great A'Tuin](#), and senses trouble for the Disc in its entirety.

### *[Cohen finds the handiwork of the female barbarian](#)*

[Cohen](#) and the barbarians come across the bandits killed by the mysterious old woman, and wonder who used knitting yarn as a weapon of self-defense. Meanwhile, [Carrot Ironfoundersson](#) sews some patches for [Rincewind](#) and [Leonard da Quirm](#), bearing the symbol of the new space mission. [Rincewind](#) wonders if the Silver Horde were so addicted to conflict that they could not remain sated by the wealthy lifestyle they enjoyed in the Agatean palace for very long.

### *[The Silver Horde work their way through the traps on the way to Dunmanifestin](#)*

The Silver Horde make it out of the gauntlet of deadly traps on the path to Cori Celesti, with the minstrel traumatised by the number of times he almost died to one of the surprise traps. [Evil Harry Dread](#) seems proud of his henchmen for trying their best to navigate the traps, even though they all died along the way. Meanwhile, [Leonard da Quirm](#) perfects his special recipe that makes the swamp dragons breathe fire without risking an explosion in their digestive systems.

### *[Cohen and the crew link up with Vena the Raven-Haired in a cave](#)*

Following the scent of fish stew, the Silver Horde find [Vena the Raven-Haired](#) in a cave, and are surprised to hear her recite the same story about an ancient scroll pointing the way to Cori Celesti, supposedly the site of some buried treasure. The bard realizes that some supernatural entity has handed the same

instructions to [Evil Harry Dread](#), [Cohen](#) and [Vena the Raven-Haired](#), possibly to draw them into a fight to the death.

## Chapter 2

### *The barbarians begin their climb up the central spire of Cori Celesti*

[Nuggan](#) tells the rest of the gods that the bard is close to uncovering their interference, and tells [Offler](#) that he comes from the Borogravian religion. [Offler](#) asks him not to smite the poor bard, and continues the game by rolling the dice. The barbarians begin their climb up the central spire of Cori Celesti, which is magically able to bend gravity to act as a floor. [Evil Harry Dread](#) has some trouble ignoring the actual ground rapidly receding behind him, as [Cohen](#) looks out at the panorama, remarking that his adventures have taken him all through the Disc.

### *Leonard da Quirm prepares the take-off platform for his flying machine*

[Leonard da Quirm](#) shows the wizards a new schematic to solve the issue of the Krullian trawlers at the Rim that will prevent their ships from sailing over the edge of the Disc. Meanwhile, [Ponder Stibbons](#) tells [Rincewind](#) that it will be his responsibility to feed the third stage of swamp dragon boosters the special feed formulated by [Leonard da Quirm](#), once they are in microgravity.

### *Leonard da Quirm guides his flying machine off the Disc's Rim*

[Havelock Vetinari](#) gives a speech just before take-off, as [Ponder Stibbons](#) asks the three chelonauts to pose for a commemorative iconograph. The flying machine successfully takes off, powered by the breath of a hundred swamp dragons, and goes over the rim. [Leonard da Quirm](#) tests out the control surfaces, as [Carrot Ironfoundersson](#) manages to speak to [Ponder Stibbons](#) through a piece of his shattered looking glass.

### *Carrot Ironfoundersson finds the Librarian stowed away on the ship*

The second stage boost is completed successfully, and [Leonard da Quirm](#) jettisons the second set of swamp dragons, hoping that they can fly up to the Disc. [Rincewind](#) is alarmed by the microgravity, and rushes to the bathroom to throw up, shortly followed by [Carrot Ironfoundersson](#). [Leonard da Quirm](#) realizes that they are using up air faster than expected, and [Carrot Ironfoundersson](#) searches the ship for a stowaway. [Rincewind](#) contacts [Ponder Stibbons](#) again, and reports that the [Librarian](#) has joined them as a fourth passenger.

### *Havelock Vetinari learns about the flying machine losing air and fuel too quickly*

As Vena the Raven-Haired prepares the next meal for the horde, Cohen talks to the bard about replacing his lute. The bard recalls the legends of Mazda stealing fire from the Gods and getting chained to a rock for all time, and having his organs picked at by crows every day. Meanwhile, Havelock Vetinari asks Ponder Stibbons if the Librarian cannot be jettisoned to save air and fuel, only to be quieted down by the wizards. He starts to wonder if Ponder Stibbons can transfer air from the University to the ship using magic.

### *Cohen gets the bard working on his poem again*

Cohen listens the tale of a great conqueror settling down to rule his vast empire on the Disc, only for his heirs to lose all the power squabbling amongst themselves. He wishes all of his children the best, and asks the bard to embellish as much as necessary when writing their saga. Meanwhile, Rincewind notices a written message in the looking glass, as the rest of the crew consider opening the doors to jettison some of their cargo.

### *Ponder Stibbons helps Leonard da Quirm perform an impromptu Moon landing*

Ponder Stibbons suggests using some of their dragons for a boost into the Moon's orbit, and Leonard da Quirm performs the necessary steering to get them on approach to the Moon. Rincewind wonders how they will stay on the Moon, given its weak gravity, and hopes to refill their supply of if they manage to land. Carrot Ironfoundersson reports to the wizards that they have landed on the Moon, and that something ate his Ankh-Morpork flag shortly after he planted it on the ground.

### *The four chelonauts appreciate the Moon's ecosystem*

Rincewind notices the dragons on the Moon, which look like ancestors of the swamp dragons on the Disc. He takes note of the silvery vegetation dotting the Moon's surface, as Carrot Ironfoundersson points out the loss of their dragon-fodder meant to help them perform their re-entry into the Disc. The Moon rises over the Disc's plane after a few hours, with the chelonauts too stunned by the view to speak.

### *Rincewind and the other chelonauts overload the swamp dragons with fuel*

None of the chelonauts realize how energy-dense the Moon-plants are, and feed their swamp dragons far more than the safe limit. One of them explodes when it burps involuntarily, rocking the ship with the shockwave. Meanwhile, Evil Harry Dread despairs at the lack of planning from any of the heroes, and suggests disguising Cohen as a new God when they try to enter Dunmanifestin.

### *Rincewind desperately tries to stop the ship burning down from the swamp dragons breathing white fire*

Rincewind is the only person left conscious on the ship after the dragons breathe pure white fire, causing it to accelerate so hard that it knocks out the rest of the crew. He pulls one of the levers next to his seat, hoping that it will jettison the swamp dragons that will soon set fire to the rest of the wooden structure if they keep firing any longer.



### *Cohen works out that Evil Harry Dread is about to betray the Silver Horde*

Cohen works out that Evil Harry Dread has betrayed them when he refuses to accompany the heroes into Dunmanifestin, after spending a lot of time coming up with false identities for each of them. The barbarians are satisfied with playing the role of small Gods, even as Blind Io plays his game of dice with the rest of the pantheon in the Grand Hall of the Gods. Fate suggests humoring the barbarians by playing along for a while, as Lady Luck makes her move in secret.

### *Havelock Vetinari helps Rincewind engage the autopilot, as Leonard da Quirm remains unconscious*

Havelock Vetinari works out which lever on the ship corresponds to the autopilot, and asks Rincewind to pull the corresponding lever, as Ponder Stibbons pores over the schematics trying to work out how to manually steer it instead. Meanwhile, Cohen is proud of Evil Harry Dread for trying his best to fulfil his role as the villain, and asks him to stay back and escort the bard to safety. The bard refuses to turn back, and asks to accompany the heroes into Dunmanifestin, so that he can watch the end of their adventure first-hand.

### *Fate challenges Cohen to perform a mathematically impossible feat*

Cohen and the barbarians are welcomed by the Gods of Dunmanifestin, and ushered into the Main Hall to participate in the dice game. Fate asks Cohen to throw a seven using a seemingly normal die, and is shocked when Cohen cuts the die using a single stroke of his sword, with the two halves adding up to seven. Meanwhile, Rincewind and the Librarian manage to get the flying machine on approach to Dunmanifestin, and use its gravity distorting field to fly straight into the main gate.

### *Cohen and the heroes confront the Gods*

The bard tries to assault Nuggan for the draconian dietary restrictions he had to face growing up, and Cohen restrains him. He tells the Gods that the explosion is meant to signal to the mortals on the Disc that they can throw away the yoke of religion, more than causing direct harm to the Gods. Carrot Ironfoundersson and Rincewind manage to convince Cohen not to blow up Cori Celesti, and the barbarians decide to descend the mountain just in time for the fuse on their bomb to finish burning.

### *Cohen and the heroes sacrifice their lives to save the Disc*

Vena the Raven-Haired and the bard, who stayed back in Dunmanifestin, comment on the bravery of the heroes as they watch the explosion at ground level send its shockwaves up the mountain. The Gods curse Leonard da Quirm with painting the ceiling of the Temple in Ankh-Morpork as punishment for daring to invent powered flight. Rincewind asks the Gods to repair the machine so that it can fly them back home as in its last flight.

### *Cohen and the heroes reject the afterlife offered by the valkyries*

Evil Harry Dread helps the bard descend the mountain, and is surprised to see him throw away the gemstones that Cohen had given him as payment for his poetry. The heroes waylay the group of valkyries who descend to the site of the explosion to take them to the afterlife, and use the horses to travel to

parallel worlds, eager for adventure. [Vena the Raven-Haired](#) notices [Death](#) arriving to harvest some souls, and is surprised to see him offer no explanation about the deaths of the heroes.

### *Mazda is freed from his eternal punishment by Cohen*

The heroes liberate [Mazda](#) from his divine imprisonment, and continue on as spirits to other worlds. [Leonard da Quirm](#) finishes his painting in the Temple of Small Gods in a few weeks, surprising the priesthood with the grandiosity of his imagination. [Rincewind](#) notices the people of the city scuttle the flying machine for spare parts the moment it lands on the Ankh river, and is not surprised by the lack of praise for his successful mission saving the world.

## *Book 8: Unseen Academicals*

### *Chapter 1*

#### *A night watchman in Ankh-Morpork sees a ghost holding a ball*

A nightwatchman at the Ankh-Morpork Museum of Art is spooked by faint sobbing coming from the basement, and is found by the day shift buried in the rubble of an explosion. He is transferred to a pet shop, and decides to keep the story of a shiny ghost holding a ball above her head to himself.

#### *Smeems and Nutt carry out their daily duties in the Unseen University*

Candle Keeper [Smeems](#) goes about his rounds one morning at the Unseen University, with his new assistant [Nutt](#) following along. He shows the young boy the everlasting flame known as the Emperor, kept faithfully lit for many centuries by a long line of Candle Keepers. The two of them watch the Inner Council chase a duck through the corridor, leaving [Smeems](#) stranded at the top platform of the Emperor.

#### *Smeems sees how smart Nutt can grow up to be*

[Nutt](#) improvises a rope for [Smeems](#) to use as a rappel when the faculty break the step ladder on their stampede through the corridor. [Smeems](#) warns [Nutt](#) that he will be safe and have a stable career if he performs his duties faithfully as assistant Candle Keeper. Meanwhile, [Ponder Stibbons](#), the new Master of Traditions, reads out loud from the Book of Traditions for the Inner Council at their lounge.

*Hix asks about the need to follow elaborate traditions from centuries ago*

Mustrium Ridcully explains to Hix, the newest member of the faculty in the Department of Post-Mortem Communications, that upholding traditions was the most sacrosanct duty of the council. Meanwhile, Ponder Stibbons tries to congratulate Rincewind, who was the ceremonial duck to be chased for the evening, and finds the rest of the Wizards distracted by the beauty of the new servant Juliet Stollop.

*Ponder Stibbons is forced to listen to another one of Mustrium Ridcully's angry tirades*

Ponder Stibbons accidentally triggers Mustrium Ridcully's anger about the Dean resigning his position, in favour of a better-paying job at a different university. Mustrium Ridcully is horrified by the idea of a senior wizard subjecting himself to an interview by the common folk, and considers the Dean's betrayal worse than dying on the job.

*Ponder Stibbons decides to investigate the Book of Traditions*

Ponder Stibbons is intrigued by the Book of Traditions seemingly flipping to a specific page of its own volition, and sets about reading it. The rest of the faculty busy themselves with their pre-breakfast snack, brought by a different newly hired maid. Meanwhile, Glenda Sugarbean is annoyed to see Juliet Stollop arrive late to the Night Kitchen of the University, having stayed overtime to watch a football match.

*Ponder Stibbons talks about an endowment that requires the formation of a football team*

Ponder Stibbons reads about a sizable endowment to the University, that requires their participation in the annual football leagues. Mustrium Ridcully and the rest of the council point out that they stopped participating many decades ago, when the games started to get too violent for a gentleman, and Ponder Stibbons points out that they risk losing the endowment unless the University fields a team in the coming year.

*Nutt thinks about his cushy job away from bigoted humans in Ankh-Morpork*

Nutt thinks about his job as the maintainer of the University's water supply systems deep in the cellars, and thanks Trevor Likely for the quiet posting away from all the other staff. He thinks about his early life as a goblin in some remote village, and all the ostracism he had to face before he secured the job at Unseen University.

*Trevor Likely greets Nutt at the end of his shift*

Trevor Likely returns from his football match, and thanks Nutt for taking over his shift. Nutt is happy to see some people too busy with their present lives to recall the ancient hatred against goblins, based on stories treachery and evil from centuries ago. He decides to make an effort to fit in with the other staff, and agrees to accompany Trevor Likely to the Kitchens for a snack.

*Glenda Sugarbean gives some food to Trevor Likely and Nutt*

Glenda Sugarbean is surprised to see Nutt, and mistakes him for a zombie when she spots his grey skin. He tells her that he is a young goblin, and does not have horns yet. Glenda Sugarbean is happy to give

him some food from the oven, as [Trevor Likely](#) gets angry at the sight of [Juliet Stollop](#), and starts arguing about football with her.

### *[Glenda Sugarbean](#) and [Juliet Stollop](#) return home from the University*

[Glenda Sugarbean](#) is alarmed to see [Juliet Stollop](#) busy herself with a fashion magazine, and decides to return home for the day. The two of them board the public wagon, and [Glenda Sugarbean](#) makes sure to flaunt her home team's scarf, in an effort to make peace with the football hooligans in her neighbourhood.

### *[Mustrum Ridcully](#) forces the rest of the faculty to play football*

[Mustrum Ridcully](#) insists that the Wizards have to try and win, instead of forfeit the game as [Ponder Stibbons](#) recommends. He recalls stories of his grandfather doing very well in some games a long time ago, as the other wizards grimace at the thought of trading blows with peasants. The rest of the faculty are suddenly forced to take the game seriously when [Ponder Stibbons](#) calculates the blow to their food budget with the loss of the endowment.

### *[Mustrum Ridcully](#) learns about the Dean trying to entice [Ponder Stibbons](#)*

[Mustrum Ridcully](#) storms out of the lounge, with [Ponder Stibbons](#) trailing him, intent on asking about the newly admitted goblin [Nutt](#). He reminds [Mustrum Ridcully](#) that he is doing twelve different jobs at the moment, and has turned down a very attractive offer from the University at Brazenek. [Mustrum Ridcully](#) is angry at the [Dean](#) trying to poach more of his faculty, but is pleased to learn that [Ponder Stibbons](#) declined the offer.

### *[Trevor Likely](#) and [Juliet Stollop](#) express interest in each other*

[Nutt](#) recalls the advice from [Ladyship](#), who had sent him to Ankh-Morpork to find a job that would help him hide from humanity, when [Trevor Likely](#) asks him to come watch a football match. Meanwhile, [Glenda Sugarbean](#) is alarmed to see [Juliet Stollop](#) ask about [Trevor Likely](#), and tries to explain that he is a good-for-nothing cretin, with no prospects and no hobbies outside football.

### *[Nutt](#) recalls his early life in a vampire's estate in Uberwald*

[Nutt](#) thinks back to his childhood in the manor of a wealthy vampire in Uberwald, and recalls the dwarf and troll royalty who would often visit. He thinks about his efforts to improve his literacy, and his fast-improving ability to read and digest books. His mistress, the [Ladyship](#) had given him free rein of her estate, and asked all the staff to help him learn any trades that piqued his interest.

### *[Havelock Vetinari](#) talks to [Mustrum Ridcully](#) about legalizing and regulating football*

[Nutt](#) decides to use his night-vision to roam the cellars of the University, having finished his candle-making quota early on in his night shift. Meanwhile, [Mustrum Ridcully](#) goes to [Havelock Vetinari](#)'s office at the Palace, and is surprised to hear the Patrician express his disdain for the growing popularity of football. He intends to formalize the sport, like he did the Thieves' Guild, and hopes that the damage to property and public order will be controlled once the new legislation passes.

### *Havelock Vetinari asks about Nutt and the football league*

Havelock Vetinari suggests to Mustrum Ridcully that the University take up the task of organizing the reformed football league, and asks about the Dean's new job in Pseudopolis. He then asks about Nutt, who has seemingly been sent to the University on the behest of the Ladyship from Uberwals. Mustrum Ridcully says that the goblin has been described by Smeems as cunning, and is surprised when Havelock Vetinari talks about a bright future for Nutt.

### *Mustrum Ridcully makes his plans for the new football league*

Mustrum Ridcully recalls the news about Margolotta sending the goblin to Havelock Vetinari for safekeeping, after a high-profile diplomatic visit to Ankh-Morpork. On his way back to the University, Mustrum Ridcully finds a boy sporting a football scarf, and asks him where he might watch a match later in the day. The boy tells him to come to a back-alley nearby, after receiving a small payment. He asks Ponder Stibbons to set Hex to the task of finding a new sports master, and calls a council meeting.

### *Nutt asks Glenda Sugarbean about Juliet Stollop*

Nutt tells Glenda Sugarbean that he is going to see a football match with Trevor Likely, and asks about Juliet Stollop. Glenda Sugarbean warns him about Trevor Likely trying to approach Juliet Stollop, and talks about the ancient football rivalry between different neighbourhoods of the city. Back at the candle vats, Nutt tells Trevor Likely about Juliet Stollop, and is alarmed to see his reaction when he hears her last name.

### *Nutt indulges Trevor Likely's wish to receive a friendly punch*

Nutt is confused when Trevor Likely punches him in the arm, and learns that such gestures of camaraderie are needed when blending in with the football audience. Nutt lightly taps Trevor Likely back, and is surprised to see Trevor Likely complain about the weakness of his own punch. Meanwhile, Mustrum Ridcully has the council fish out some trousers and shirts, so that they might look like common labourers at the football match.

### *Glenda Sugarbean thinks about her second job selling cosmetics to trolls*

Mustrum Ridcully has two of the University's bouncers Ottomy and Nobbs escort them to the football match, in case they face any violence. Meanwhile, Glenda Sugarbean gets ready to peddle some cosmetics to the newly wealthy troll working-class of Ankh-Morpork, and is interrupted by Juliet Stollop taking her to the football match in progress.

### *The Librarian observes some familiar faces in the audience of the football match*

The Librarian settles down on a high roof to watch the football game, and spots Nutt in the crowd along with Trevor Likely. He thinks back to Glenda Sugarbean, who was kind enough to bake him some banana pies, as she enters the crowd, followed by the Wizards. Meanwhile, Trevor Likely's complaints about the strength of Nutt's punch are interrupted by Andy Shank and Carter. Trevor Likely explains to Nutt that they are the sons of star players in his favourite team, and his friends.

## Chapter 2

### *Trevor Likely and Nutt run into Glenda Sugarbean*

Hix leads the Wizards through the crowd gathering outside the football pitch, after Ottomy explains the loosening of the rules over the decades. Meanwhile, Trevor Likely and Nutt are separated from Andy Shank and his gang of hooligans, as they jostle through the crowds to get a better view of the game. Eventually, they run into Glenda Sugarbean, who refuses to believe that Nutt plowed his way through the crowd using a pie cart. Juliet Stollop discreetly hands a badge of her own team to Trevor Likely, who is afraid of being found with enemy colors on him.

### *Nutt scores a long-range goal, and makes the goalpost collapse*

Nutt catches the ball when it flies above the cart, as Trevor Likely dives under it, dragging Juliet Stollop with him for safety. Glenda Sugarbean stands by shocked, as Nutt asks where the ball is supposed to be thrown, just in time Nutt's throw to hit the goalpost, and make it collapse. Trevor Likely drags the other three away from the crowd thronging to the supposed scorer, and Glenda Sugarbean berates Nutt for scoring as a mere spectator.

### *Nutt and Trevor Likely are trapped between two gangs*

Nutt is forced to reveal his life as a slave chained to a forge, when Trevor Likely asks him how he has so much strength. He then suggests to Trevor Likely that he should write a poem to express his love, just as they run into Juliet Stollop's brothers. Andy Shank and his gang catch up to them, bristling for a fight. Trevor Likely manages to calm the two groups down by reminding them about jail, just as Nutt makes an offhand comment that makes Algernon Stollop hit him hard in the chest.

### *Trevor Likely asks for Nutt to be taken to the hospital*

Trevor Likely despairs at Nutt bleeding out on the street, and is happy to see some Watchmen approach. The two gangs flee the scene, leaving Trevor Likely to ask for an emergency delivery of Nutt to the Lady Sybil Free Hospital. Death visits Nutt at the hospital bed, and tells him that he will live again, showing his hourglass with the sand falling upwards. Meanwhile, Trevor Likely is taken to the Watch House, where Angua gets his statement, and notices the badge gifted by Juliet Stollop fall out of his pocket.

### *Angua tries to extract information from Trevor Likely*

Angua tries to ask Trevor Likely about Nutt's origins, and is interrupted by Mossy Lawn, who returns from the hospital with news of Nutt waking up and eating a sandwich, as if there was nothing wrong with him. Trevor Likely is horrified to learn that they let Nutt walk out of the hospital, even if Doctor Mossy Lawn insists that the goblin was in good health. Once outside the Watch House, Trevor Likely is accosted by Carter, who asks him if the gang is in trouble with the cops.

### *Trevor Likely meets Igor on his way out of the Watch House*

Trevor Likely sees the futility of a life in the football gangs, and asks Carter to tell Andy Shank that he will never join them again. He is accosted by Igor, now a surgeon working at the Lady Sybil Hospital, and asked about Nutt. Trevor Likely once again denies any knowledge of Nutt's past, and is alarmed to see Igor warning him about the potential danger that the goblin poses.

### *Glenda Sugarbean realizes that Ottomy has seen her and Juliet Stollop at the game*

Glenda Sugarbean drags Juliet Stollop to the Night Kitchen, and tries to coach her about a false story about doing oven duty all night. Ottomy walks in for some tea, asking them if they were at the game earlier that night. Glenda Sugarbean says no, and is dismayed to see him describe someone resembling Juliet Stollop being spotted with a supporter of another team. He then tells them that he had to escort the Wizards to the game where they took notes, as if to prepare for some big event.

### *Glenda Sugarbean reads a summons out loud for Stollop Senior*

Back home, Glenda Sugarbean is shown an envelope by Stollop Senior, bearing the seal of the Patrician. He is worried about penalties for unpaid taxes, and asks her to read it out loud. Glenda Sugarbean tells him that he has been invited to a meeting at the University to discuss the reformed football league, as a captain of one of the teams.

### *Glenda Sugarbean and Juliet Stollop return to the University after learning about Nutt*

Glenda Sugarbean learns from Stollop Senior that a supporter of a different club died in an altercation after the night's game, and is worried it might be Trevor Likely. She runs to the University, and is surprised to find Juliet Stollop following her. Trevor Likely arrives a while later to find them in the kitchen, with all the stored food eaten, and collapses from sleep deprivation. Glenda Sugarbean helps him to a mattress, and asks him about Nutt.

### *Nutt talks to Glenda Sugarbean about coming back to life*

Nutt suddenly wakes up, and starts talking about Trevor Likely's father, who died a hero in the football community. Trevor Likely is overwhelmed by the emotions from his childhood rearing up, and Nutt leaves to get a comfortable mattress for him. Nutt is not sure how he came back to life, and apologizes for eating all of the ready pies in the kitchen. Glenda Sugarbean is dismayed to learn that he enjoyed the football game, and the spectating experience.

### *Glenda Sugarbean reads about the return to classic football rules*

Glenda Sugarbean returns home with Juliet Stollop as Nutt busies himself in a nearby room with poetry books. She wakes up the next day to find Juliet Stollop at the front door, with the day's newspaper in her hands. A full page article proclaiming the return of proper football covers the front-page, along with urns provided by the Guild of Historians, depicting the players. Juliet Stollop then points out the advertisement for a fashion show organized by a dwarf-owned boutique, and begs Glenda Sugarbean to come with her.



*Nutt writes a love poem for Trevor Likely to give to Juliet Stollop*

Nutt hands the love poem to Trevor Likely, and reminds him that his presence will make it more difficult for Juliet Stollop to appreciate it. Trevor Likely is transfixed by the idea of Juliet Stollop falling in love with him by the power of the poem, and eagerly signs his name at the bottom of the paper.

*Glenda Sugarbean watches the faculty meeting discuss the new football league*

Mustrum Ridcully asks Ponder Stibbons to summarize the logistics of organizing a reformed football league, as the others in the Council speculate about the convenient timing of the ancient urn turning up in the Art Museum. Ponder Stibbons reminds them of the food, violence and chanting that are vital parts of the football experience, as Mustrum Ridcully notices the interest with which Glenda Sugarbean is listening to the proceedings.

*Glenda Sugarbean is forced to speak her mind when Mustrum Ridcully insists*

Glenda Sugarbean accidentally lets slip that the Council knows very little about the modern state of football, and Mustrum Ridcully asks her to elaborate. Mustrum Ridcully and the faculty fondly reminisce about their own experience at the football games on their parents' shoulders, and Mustrum Ridcully is forced to point out Havelock Vetinari's success with reforming the Guild of Thieves and Assassins.

*Glenda Sugarbean tries to gain entry to the banquet organized by Havelock Vetinari*

Glenda Sugarbean comes out of the faculty lounge, to find Polly Perks, the chief maid of the day shift waiting for her. She asks about getting assigned to the upcoming banquet, and learns that it is under the chief butler's control. Mustrum Ridcully calls for a practice match later in the day, as the Council disperses from the meeting.

*Juliet Stollop becomes a model for Sharn's fashion show*

Glenda Sugarbean and Juliet Stollop go to the upscale dwarf boutique, and are overwhelmed by the ostentation on display. The owner of the shop, Madam Sharn, invites them backstage, as Pepe the tailor gets ready for the fashion show. She has Juliet Stollop walk across the room, and Pepe is overjoyed by her potential as a model for their clothes. Glenda Sugarbean thinks about the impropriety of taking up the offer, but accepts on Juliet Stollop's behalf when she hears about the pay.

*Mustrum Ridcully organizes a trial game for the Wizards*

Mustrum Ridcully asks to blow the ceremonial whistle recovered from the office of the long dead Professor of Sports, and is possessed by his spirit for a few seconds. Hix insists that it was merely a statutory act of mischief per his contract, as Ponder Stibbons takes the whistle from him for his role as referee. He makes a long list of notes about how the game might be improved, starting with the shape of the ball, and the nature of the goals.



*Glenda Sugarbean dozes off and misses most of the fashion show*

Glenda Sugarbean is given a seat at the front row, as Juliet Stollop puts on a dwarf beard styled in the current feminine fashion, and models the clothing developed by Pepe and Sharn. After the show, Juliet Stollop is overwhelmed by the applause, and tells Glenda Sugarbean that she has been offered an exclusive contract to model at the other branches of the boutique.

*Juliet Stollop is made to pose for the newspapers after the show*

After the show ends, Juliet Stollop is ferried to a back-room, where photographers from the city's magazines wait eagerly to take pictures of the latest phenomenon in dwarf modeling. Glenda Sugarbean asks for the washroom, and accidentally wanders into the warehouse downstairs, where she sees Pepe drinking some champagne. He tells her that he is a human who managed to get himself inducted into dwarfdom, once Sharn realizes his skills in fashion design.

*Glenda Sugarbean decides to sit on the modeling contract for a day*

Glenda Sugarbean insists on taking some time to think over the modeling contract offered by Sharn, and takes Juliet Stollop home after the party. Sharn is confident that Glenda Sugarbean's protectiveness will give way to the financial opportunity at hand, if they accept the job. Meanwhile, Ponder Stibbons and Mustrum Ridcully travel to the Cabinet of Curiosity, the alleged depository of an infinity of perfect specimens of any non-organic object less than a certain size.

*Mustrum Ridcully decides to have a copy of the football made by a dwarf workshop*

Mustrum Ridcully gets a bouncy spherical football from the Cabinet, once it completes its multidimensional search for a perfect specimen. In a corridor outside, he runs into Trevor Likely and Nutt, with Ponder Stibbons trying to think about making a replica of the ball before the deadline to return it was up. Ponder Stibbons is taken aback by Nutt's analysis of the ball's structure, and Mustrum Ridcully suggests sending them to the dwarf workshops with a bag of gold for the express job.

*Andy Shank tries to bully Trevor Likely again, but is stopped by Nutt*

Glenda Sugarbean tells Juliet Stollop that she will open a bank account for her, so that she can hide the modeling pay from her father, who will waste it all at the tavern. Nutt stops Andy Shank from stabbing Trevor Likely with his sword, when he feels the need to assert his street value to his new band of followers. Andy Shank is forced to drop the sword when Nutt crushes his hand, and Trevor Likely hastily picks it up as they run away from the confused gang of hooligans.

*Nutt offers a dwarf the exclusive rights to make spherical footballs*

Nutt goes to a dwarf workshop, and asks for a copy of the football, to be made with newly discovered rubber. The dwarf is unsure about the payment, but is cowed when Trevor Likely offers him a license to make as many copies as he wants for other customers in the city. Glenda Sugarbean realizes that she has made Juliet Stollop just as risk-averse as her, when she expresses no interest in signing up for the modeling gig.

### *Nutt and Trevor Likely get a replica football made at the dwarf workshop*

Nutt pays the dwarf for a knife that Trevor Likely takes from the shelves, afraid of retribution from Andy Shank and his gang. He notices some vampires keeping watch over the workshop, as Nutt tries to downplay their presence. Nutt suggests handing over the remaining gold to Ponder Stibbons, to repair Trevor Likely's reputation with the faculty, and possibly get a promotion.

### *Glenda Sugarbean goes to the University Kitchen, after seeing Juliet Stollop on the front page*

Glenda Sugarbean deposits the modeling payout in the Royal Bank on the way to her job, and finds Nutt waiting for her with a letter to Juliet Stollop from Trevor Likely. She debates opening the letter without Juliet Stollop present, talking excitedly about her front-page picture in dwarf clothing and silver beard.

### *Glenda Sugarbean reads the letter for Juliet Stollop supposedly written by Trevor Likely*

Juliet Stollop asks Glenda Sugarbean to read the love letter to her, and fails to understand the fancy words. She asks for a summary at the end, and Glenda Sugarbean tries to simplify the message for her, while realizing that Trevor Likely likely had someone else pen it for him. Meanwhile, Pepe and Sharn are overwhelmed by the media attention at their store, and try desperately to recall where Juliet Stollop lives, so that they can get her back for another show.

## **Chapter 3**

### *Rhys Rhysson decides to take the new trade opportunities from Sharn seriously*

Rhys Rhysson receives the front-page spread of Juliet Stollop's photo as a dwarf, and is forced to placate the dwarf priests, who try to argue that a human posing as a dwarf is blasphemy. He makes plans to get Sharn to place a large order for her new fabric to be made in the dwarf mines of Uberwald. Meanwhile, Mustrum Ridcully inspects the replica football, and is impressed by its similarity to the real one.

### *Ponder Stibbons and Mustrum Ridcully observe the impromptu football game*

Ponder Stibbons returns the original football to the Cabinet of Curiosity, as Mustrum Ridcully sets up an impromptu football match in the Great Hall. Rincewind, now promoted to Emeritus Professor, in recognition for saving the world several times out of sheer dumb luck, tries to weasel out of playing the game, but is forced to remain by Mustrum Ridcully. Ponder Stibbons then points out Bengo Macarona, a visiting professor from Quirm, as the ball is kicked toward an ancient shifting mural on one wall of the Hall.

### *Nutt and Trevor Likely offer some advice to Mustrum Ridcully about goalkeeping rules*

Nutt shows up to offer advice about the Librarian being allowed to touch the ball with his hands, when he scoops it out of the air, and Smeems tries to berate him for shirking his duties. Mustrum Ridcully takes pity on Nutt, when he is reminded of Havelock Vetinari's seriousness regarding the goblin's safety, and allowed to leave without any trouble.

### *Glenda Sugarbean decides to enter the cosmetics marketing industry seriously*

Glenda Sugarbean takes Sharn's advice about the cosmetics industry to heart, and sells all of her current stock of troll lipstick. She returns to the manufacturer, and offers him advice about branching out into troll footwear, clothing and perfume, before setting off to the University. Meanwhile, Mustrum Ridcully struggles to control his temper when the Dean walks in, as the newly appointed Archchancellor of Brazenec University in Pseudopolis.

### *Mustrum Ridcully argues with the Dean about the traditions of Unseen University*

Mustrum Ridcully is alarmed to learn that one of Ponder Stibbons's brightest students has been poached to be a professor by the Dean, and starts up an argument about football. The two Archchancellors almost come to blows about the ancient decorative hat, until Ponder Stibbons proposes an inter-collegiate football match for possession of said hat. Mustrum Ridcully and the Dean seem placated by the idea, and proceed to lunch, leaving the rest of the faculty to continue their match.

### *Nutt starts to talk about the essence of football*

Nutt's lecture is interrupted by Nobbs, who asks Ponder Stibbons why such a well-spoken person is forced to make candles all day. Ponder Stibbons recalls Mustrum Ridcully's words of warning, and changes the subject to the rules of football. Nutt in turn, wishes to have Trevor Likely in the University team, given his footwork with the metal cans lying around in the cellar. Nutt is happy to be given the role of team selector and coach, as he asks to take them to a ballet school for some lessons.

### *Mustrum Ridcully and Ponder Stibbons listen to the new team chant*

The next day, Mustrum Ridcully tries to get Ponder Stibbons wound up by mentioning his student's promotion to professor, and the copying of his computer Hex. He finds Ponder Stibbons happy to see his student succeed, and too burdened by all the responsibility pawned off to him by the Inner Council to care about professorship. They proceed to the Great Hall, where practice is halted by the arrival of the Professor of Music, with a new chant for their team.

### *Nutt prepares to make a show of lighting the chandelier in the Great Hall*

Mustrum Ridcully denies Nutt's request to put on a show of football moves, to be exhibited at the banquet later that night. Glenda Sugarbean arrives at the University some time later, and decides to violate Mrs. Whitlow's unwritten rule barring maids from the night shift from working special events. In the Great Hall, she finds Nutt trying to persuade Smeems that he will light the main chandelier after the guests

arrive, using a trick. [Smeems](#) realizes that leaving the Hall might absolve him of responsibility, and speeds off.

### *[Havelock Vetinari gets the two Archchancellors to agree to an exhibition football match](#)*

[Mrs. Whitlow](#) tries to chastise [Glenda Sugarbean](#) for coming to the Great Hall, but is forced to let go when [Mustrum Ridcully](#) congratulates her on the useful advice. He asks [Nutt](#) if he has something planned for the chandelier, and is surprised to learn that the goblin can speak fifteen languages. A while later, [Havelock Vetinari](#) arrives at the University, and persuades the two Archchancellors to arrange a football match between the two universities with the sentient [Archchancellor's hat](#) as the prize.

### *[Nutt performs some complex alchemy to light the chandelier from the floor](#)*

[Nutt](#) lights the chandelier instantaneously using dwarven alchemy, although it seems like magic to the layman. [Ponder Stibbons](#) confirms that no magic has been used, by looking at his thaumometer, as [Mustrum Ridcully](#) drags [Nutt](#) aside to ask how he did it. Meanwhile, [Glenda Sugarbean](#) spots [Stollop Senior](#) stealing some silverware, and warns him to put it back, lest [Havelock Vetinari](#) notice his thieving.

### *[Glenda Sugarbean sees Havelock Vetinari end the dinner with a speech introducing the new league](#)*

[Glenda Sugarbean](#) watches [Havelock Vetinari](#) give his speech to the assembled football captains, as [Trevor Likely](#) and [Bengo Macarona](#) put on a show with the new spherical ball. He has a copy of the new rulebook supplied to each of them, and invites them to field a team against the Unseen Academicals, with the constraint that the Wizards could not use any magic in the game.

### *[Havelock Vetinari surprises Mustrum Ridcully and the Dean with his knowledge of football](#)*

[Havelock Vetinari](#) is shocked to see one of the captains accost him in the lounge, as he is busy discussing the league with the two Archchancellors. They are surprised when he narrates in great detail the reasons for the captain doing badly the last few seasons, and urges him to consider the new league as a way to improve his standing in the city.

### *[Glenda Sugarbean decides to confront Havelock Vetinari about the football reforms](#)*

[Glenda Sugarbean](#) reads the new football rules in the paper the next morning, and is incensed by the Patrician's attempt to take away a game loved by the masses, and reshape it into something else. She goes to the palace using some of her baked pastries to bribe the guards, just as [Havelock Vetinari](#) asks [Drumknott](#) to let her in.

### *[Glenda Sugarbean tries to question Havelock Vetinari's methods at the banquet](#)*

[Havelock Vetinari](#) tells [Glenda Sugarbean](#) that he is merely saving the football captains from a life of violence on the streets, and an early death in an attempt to be heroic. [Glenda Sugarbean](#) gives up on questioning his reforms, and asks him why he is not drunk. [Havelock Vetinari](#) tells her that he is merely acting sober, and that he had just as much to drink as the captains at the banquet. He thanks her for taking care of [Nutt](#) on her way out.

### *Glenda Sugarbean takes Pepe to the University to see Juliet Stollop*

On her way to the University, [Glenda Sugarbean](#) is accosted by [Pepe](#), who tells her that every single magazine writer is looking for [Juliet Stollop](#), in order to write a big profile-piece. She takes him to the Night Kitchen, only to find the kitchen a mess from someone baking a batch of pies without telling her. She finds [Juliet Stollop](#) sleeping in a corner, and congratulates her on the quality of her pies.

### *Glenda Sugarbean encourages Juliet Stollop to go out and be a model*

[Glenda Sugarbean](#) asks [Juliet Stollop](#) to be bold and take the risks she never could, before handing over the bank book where her modeling payout was deposited. She then asks [Juliet Stollop](#) to set aside her feelings for [Trevor Likely](#), and go pursue the modeling career with [Sharn](#). After [Juliet Stollop](#) leaves, [Glenda Sugarbean](#) decides not to mourn the loss of control over her friend's life, and is surprised to see [Concrete](#) come to the kitchen, talking about [Nutt](#) being sick.

### *Nutt asks Trevor Likely to help him psychoanalyse himself*

[Nutt](#) lies on a mattress in the candle vats, complaining about the dark thoughts in his mind trying to break through. [Trevor Likely](#) asks him if he can perform a hypnotic suggestion on himself, like how he helped [Trevor Likely](#) confront the fantasy about his father's life as a football player. [Trevor Likely](#) performs the start of the hypnosis by using a tin can as a pendulum, and [Nutt](#) starts to interrogate himself.

### *Trevor Likely and Glenda Sugarbean oversee Nutt's hypnosis*

[Nutt](#) asks the others to bind him in heavy chains, as he starts the analysis. He forces himself to open a strange door that [Ladyship](#) had warned him not to open in her castle. He finds a book titled *Orc* in the cupboard, just as two sentient birds drop out of the pipes in the candle vat, shouting a warning about [Nutt](#). [Glenda Sugarbean](#) screams to draw people to the cellar, just as the birds vanish in a hurry.

### *Glenda Sugarbean and Trevor Likely are joined by Juliet Stollop in the cellar*

[Glenda Sugarbean](#) is surprised to learn that [Nutt](#) is an orc, as [Nobbs](#) arrives with some other bakers in answer to the commotion. [Nutt](#) seems to be in control of his emotions, and the crowd agree that he poses no threat, until he manages to tear apart the chains binding him with little effort. The crowd runs away, as [Juliet Stollop](#) arrives to say goodbye to [Trevor Likely](#).

### *Glenda Sugarbean confronts Nutt and tells him to fight against his nature*

[Trevor Likely](#) wishes [Juliet Stollop](#) the best and encourages her to go out and follow her dreams, leaving [Glenda Sugarbean](#) suspicious about the sincerity of his feelings. [Trevor Likely](#) points [Glenda Sugarbean](#) to [Nutt's](#) private force in the cellars, where she finds him sulking. She asks him to get up and continue being useful to the University, by training the football team. Afterward, she goes to the Library, to find the [Librarian](#) ready with a copy of the book, which shows some gruesome images of orc violence.

### *Hix and Charlie Skeleton help Glenda Sugarbean learn about orcs*

The Librarian drags Glenda Sugarbean to Hix's office, where the assistant Charlie Skeleton is exasperated at having to explain the history of orcs all over again. Hix tells them that Mustrum Ridcully came to him with the same questions earlier, and is aware of Nutt's real identity. Charlie Skeleton pulls out the last few seconds of a human fighter in a battle against orcs long ago, and plays it for Glenda Sugarbean on a magic mirror.

### *Glenda Sugarbean comes up with a plan to convince Nutt that he is not inherently evil*

Glenda Sugarbean notices something odd in the playback, and asks to see it zoomed in. She notices riders with whips driving the orcs forward, and realizes that they were merely manufactured en masse for use as weapons of war. Hix offers her a more substantial job in his Department, and is sad to see her refuse. She returns to the kitchen, to find Ottomy fretting about the presence of an orc at the University.

### *Glenda Sugarbean disposes of the crab gifted to her for dinner*

Glenda Sugarbean tells Ottomy that Mustrum Ridcully is already aware of Nutt's identity, and welcomes him to go lodge a complaint. She then throws the crab gifted by her friend into the river, choosing not to cook it for dinner. Trevor Likely and Juliet Stollop return from football practice, with news of Nutt's disappearance. They say that Nutt's toolbox is missing from his forge, and believe that he might be heading back to Ladyship's castle in Uberwald.

### *Glenda Sugarbean and the others find Nutt on the road to Sto Lat*

Glenda Sugarbean decides to go after Nutt, when she notices the sentient birds no longer squeaking in the background. Trevor Likely and Juliet Stollop accompany her, as they head to a night coach service, and bargain for overnight travel to Sto Lat. On the way there, they find the sentient birds trying to harass Nutt, who is lying down on the side of the road.

### *Glenda Sugarbean and the party reach Sto Lat*

Glenda Sugarbean is pleased to find the fellow passengers warming to Nutt, and reminding him that he should not be sorry for who he is. Glenda Sugarbean advises the sentient birds to return to Ladyship, before any of the passengers decide to punish them for haranguing Nutt. Once the carriage reaches Sto Lat, the driver is happy to take them back on the return trip, and fondly remembers Juliet Stollop's kiss.

### *Glenda Sugarbean runs into Ladyship's assistant at the rest stop*

Nutt offers to help another mail coach fit a horseshoe to clear up the traffic jam at the rest stop, leaving the others to rest. Glenda Sugarbean finds someone fitting Margolotta's description come out of the tavern, and asks her companion about Nutt. The companion responds by asking if Nutt has ever been a danger to the people around him, and promises to convey Glenda Sugarbean's concerns to the Ladyship.

### *Nutt tells Glenda Sugarbean about the love poem*

Nutt uses his horse-whispering skills to put a new horseshoe onto the waiting horse, even as the owner reminds the others about how ill-mannered it usually is. Trevor Likely quickly steps in to demand a return ride to Ankh-Morpork as payment for the late-night express job. Nutt tells Glenda Sugarbean that he wrote the poem for her, and is amused to see her shed tears of joy. Trevor Likely calls for them to board the express coach going back, as Nutt remains worried about the stigma of being an orc.

### *Glenda Sugarbean and the party return to Ankh-Morpork*

Glenda Sugarbean and Nutt decide not to pursue their romance for the time being, and are surprised to see a large crowd at the gates of the University. Ponder Stibbons escorts them in through a side entrance, and tells them that the paper has printed a front-page piece on Nutt being an orc. He talks about the tabloids spreading misinformation about orc behaviour, and speculates that Samuel Vimes will want Nutt in protective custody.

## **Chapter 4**

### *Glenda Sugarbean and Juliet Stollop go to football practice with Nutt*

Glenda Sugarbean is joined by Pepe, as Nutt insists on going to the other side of the city for football practice. Samuel Vimes decides to arrange an escort for them, given how much resentment is spreading through the city with news of Nutt being an orc. Pepe catches up to Trevor Likely, who leaves to find Andy Shank, and offers him some protective armour for the coming game. He anticipates mob violence from all of the football hooligans not prepared to follow their captains.

### *Trevor Likely learns from Carter that Andy Shank is planning a riot*

Trevor Likely visits Carter, who is down with an infected cut, from discouraging Andy Shank the previous night in his plan to cause a riot at the exhibition match. Trevor Likely is amazed by Carter's sudden bravery, and makes plans to track Andy Shank down before the match, along with the other hooligan leaders.

### *Trevor Likely finds Nutt talking to a reporter from the Times*

Trevor Likely reaches the empty field where teams are practicing, and finds Dibbler peddling his merchandise. He sees some stands being put up for the spectators, and finds Ponder Stibbons explaining the offside rule to the captains. Andy Shank shows up with his custom jersey bearing a number and name, to identify himself from the back. He then spots Nutt giving a verbose lecture to a Times reporter intending to make a lifestyle piece on him.



### *Trevor Likely and Glenda Sugarbean warn Havelock Vetinari in person about Andy Shank's plans*

Trevor Likely warns Nutt and Glenda Sugarbean about the foul play being planned by Andy Shank, only to see Glenda Sugarbean decide to inform Havelock Vetinari personally. Havelock Vetinari welcomes Glenda Sugarbean at his office, as Margolotta is in the middle of her negotiations. He listens to Trevor Likely's warning, and reassures them that the referees will be present on the field to ward off any attempts at violence. After they leave, Margolotta asks him if he expected Glenda Sugarbean to barge in, and is amused when he says yes.

### *Trevor Likely goes to Pepe's shop for the armoured football uniforms*

Trevor Likely asks Glenda Sugarbean and Nutt to accompany him with two bottles of wine for Pepe, as he tries to fight off Nutt's request to play on the team the next day. Meanwhile, the rest of the team is forced to adhere to a strict diet, and denied any alcohol for the day. Pepe gives Nutt and Trevor Likely a special set of reinforced clothing, that is capable of perfectly reflecting any blunt force aimed at it.

### *Mustrum Ridcully leads the team to the stadium on match day*

Pepe invites Glenda Sugarbean and Juliet Stollop to front-row seats for the football match, bought by Sharn to advertise her new clothing line. Before the team sets out from the University to the arena, Mustrum Ridcully informs them that Mrs. Whitlow has organized some maids into a cheerleading squad. When the Watch escort takes them to the stadium, they find Samuel Vimes in a bad mood, wondering how much violence and rioting the game will lead to.

### *Trevor Likely notices the two teams being assembled for the anthem*

Samuel Vimes warns Mustrum Ridcully that the Watch will not step onto the field to interfere, and is skeptical of the Dean's claim that no magic would be used during the match. After Samuel Vimes leaves, the Dean summons the captain of the challenging team Joseph Hoggett, along with the two teams. Trevor Likely notices that Andy Shank has also come to the realization that the referee himself will have no access to his magic inside the playing field, as he notices the Dean wrap up his staff.

### *William deWorde tries faithfully to document the game for his paper*

As the game begins, William deWorde decides to find a megaphone, so that he can make the details of the game known to the audience in real time. After Bengo Macarona scores two goals in the first half, Mustrum Ridcully decides to gift one of the goals to the enemy team, hoping to reinforce their feelings of inferiority. Ponder Stibbons congratulates him on his psychological warfare, as William deWorde spots Juliet Stollop in her dwarf costume, in the VIP box.

### *Dean is forced to overlook a foul against Bengo Macarona*

When the Dean is busy watching someone else, Andy Shank and his teammates injure Bengo Macarona with a nasty tackle, leading to his removal from the field. Mossy Lawn arrives with his kit to help Bengo Macarona at the sidelines, as Nutt prepares to enter the game as a substitute. The Librarian eats a banana



does with sleeping pills thrown to him from the stands, and **Trevor Likely** is forced to enter the game as well.

***Trevor Likely is convinced to step in as a substitute when the audience chants his father's name***

**Pepe** is alarmed to see the crowd chant against **Nutt**, and makes them change their chant to one honouring **Trevor Likely**'s father. Meanwhile, **Andy Shank** scores another goal, and **Mustrum Ridcully** is injured, forcing **Nobbs** to take up the captaincy. After the half-time whistle, the **Dean** decides to end the game with the next goal, given how much violence seemed to be simmering in the audience.

***Trevor Likely scores the winning goal with his tin can***

**Trevor Likely** gives **Glenda Sugarbean** his old tin can, and she is surprised to hear it talk when the match becomes too close to call. The **Librarian** returns to his goalkeeping duties, and **Trevor Likely** misses one shot on goal after another. **Glenda Sugarbean** arranges for **Nobbs** to kick the ball out of play, and substitutes it with the tin can, which **Trevor Likely** has masterful control of. He scores, ending the game, and the audience mysteriously chants the ancient song of football.

***Andy Shank fails to harm Trevor Likely after the game ends***

**Andy Shank**'s attempt to wound **Trevor Likely** is thwarted by **Pepe**'s new fabric, which returns the force to his own body. **Nutt** then restrains him, and starts joking about the force needed to tear his head off his neck. **Glenda Sugarbean** and **Nutt** go to see one of **Hix**'s amateur drama productions, and then visit **Margolotta** at the palace.

***Margolotta tells Nutt about his grand mission with the wild orcs***

**Margolotta** tells **Havelock Vetinari** that **Nutt** might be a valuable leader for the last remaining bands of orcs in their remote mountain communities, as **Nutt** and **Glenda Sugarbean** arrive at the Great Hall. **Nutt** takes up **Margolotta**'s offer of helping the wild orcs enter civilization, and **Glenda Sugarbean** is happy to leave her job behind and go with him.

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